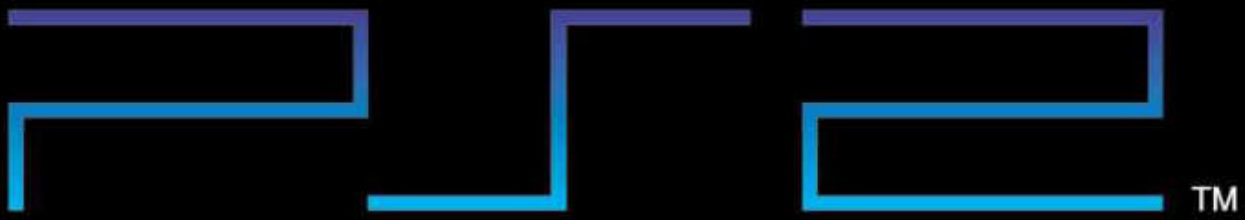

THE PlayStation®2 Encyclopedia

vol.03

I – M

copy/paste:
DaddaRuleKonge
2018

DaddaRuleKonge

This is book is made for people who collect for, or are interested in, the PlayStation 2. I made this book cause` I like to catalogue and categorize stuff, and to learn more about the system. But I am also a small time collector of the system (though the original PlayStation are (was) my primary collection).

If you are annoyed, or the owner of some of the content i used in this book, send an email to me: sennep@hotmail.com.

Similar books/PDF`s in the same format are books on NES, SNES, PSX, SMS, N64, Game&Watch, NeoGeo, including several other book in the same vein, from TMNT toys to Point and Click games.
http://daddarulekonge.itch.io/
DaddaRuleKonge.com

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Reference Guide

These are web sites that i use a lot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

GameFAQs

"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."

• Used for mostly the cover art and the review score

A giant database consisting of most games released with information, faqs and pictures.

http://www.gamefaqs.com/

Moby Games

"Metacritic aggregates music, game, tv, and movie reviews from the leading critics. "

• Used for the review score

A site that collects review scores from several review sites and user scores. A good site to get a unbiased review of a product.

http://www.metacritic.com/

Moby Games

"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."

• Used for info and some pictures

A good site for information and pictures on much of the games released.

http://www.mobygames.com/

The PlayStation DataCenter!

"This site wants to be the most complete playstation one games database in the web, we got covers, screenshots, cheats, controls, game saves, descriptions, etc."

• Used for info

A giant database of information and pictures on most Ps1 & a good deal of Ps2 games. This is probably the most important tool in collecting for the PlayStation.

https://psxdatacenter.com

IGN

"IGN is your #1 destination for all video game news, expert reviews, and walkthroughs."

• Used for info a few places

It's IGN... It is what it is...

https://nordic.ign.com/

hardcoregaming101

"Our reviews and in-depth features explore all aspects of gaming. We started in 2009, with thousands of articles"

• Used for info a few places

A great site with a lot of in-depth articles about a lot of unknown game series. Highly recommended for a fun and interesting read.

http://www.hardcoregaming101.net/

demo pals

"features collector's resources to Nirvana records, survival horror games, PAL PlayStation demos, and Tomb Raider promos"

• Used for info info and pictures on some demo's

A detailed site which includes information and pictures on different demos.

https://crimson-ceremony.net/demopals/index.php

10min Gameplay

• Used for pictures

A gigantic youtube channel that show a huge amount of gameplay videos from several different consoles.

https://www.youtube.com/channel/UCzjc5uyPodS9U9E4tpNRUw

kireev20000

"Welcome to my channel. I enjoy playing both retro and modern games. Subscribe!!"

• Used for pictures

A great dailymotion.com user that made a lot of hig-def videos showcasing gameplay videos for several Japanese games.

https://vk.com/sugarmind

Wazap!

• Used for some Japanese video game ratings

Wazap! is a vertical search engine, video game database and social networking site to distribute gaming news, rankings, cheats, downloads and reviews. It indexes gaming sites and categorizes the information as news, reviews, cheats, downloads, previews and articles.

https://jp.wazap.com/

Games of All Generations in HQ\HD Jr

"Welcome to my channel. I enjoy playing both retro and modern games. See playlist section for more games. Subscribe!!

PS. Gameplay vids were captured to show game mechanics not my skill at playing particular titles - keep that in mind while watching."

• Used for pictures

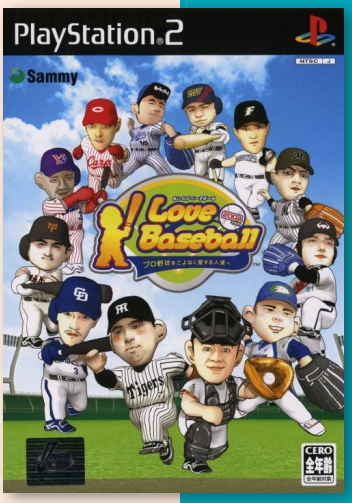
https://www.youtube.com/user/RetronyashJr/

I Love Baseball: Pro Yakyuu o Koyonaku Aisuru Hitotachi e

Developer	Sammy Studios
Publisher	Sammy Studios
Release date	(jp) July 29, 2004
Genre	Sports
Mode	1-2 Players

The game is a comical baseball game published by Sammy Studios, which was released in Japan in 2004. The game feature over 300 players. The graphics are cell-shading, with character making comically gestures and motions. The game itself feature the usual gameplay modes and gameplay found in most baseball games.

J



I's Pure

6.7

Developer	Regista
Publisher	Takara Tomy
Release date	(jp) November 9, 2006
Genre	Visual novel
Mode	1 Player

I's Pure is based based on the OVA series of the same name, which is bassed on the manga series by Masakazu Katsura.

The game is an visual novel in which the main character, Kazuki Seto, starts high school in april and the game will take place in the period of three years, the story will advance depending of the player choices during the game.

J

7.6

Ide Yosuke no Mahjong Kazoku 2

Developer	Opus
Publisher	Seta Corporation
Release date	(jp) October 12, 2000
Genre	Board
Mode	1 Player

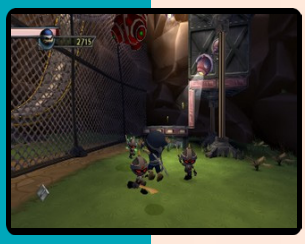
Ide Yosuke no Mahjong Kazoku 2 is a four-player mahjong game, developed by Opus and published by Seta Corporation, which was released in Japan in 2000.

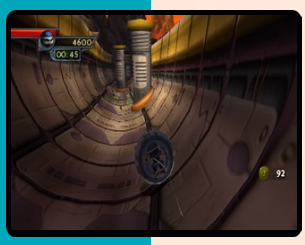
The opponents feature different facial expressions and behaviours of the opponent. In addition, a mahjong introductory guide is included which teach new players the basics of the game.

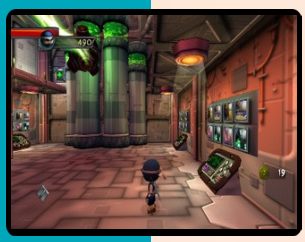
J

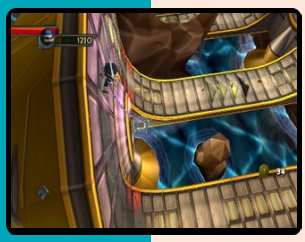
I-Ninja

7.3









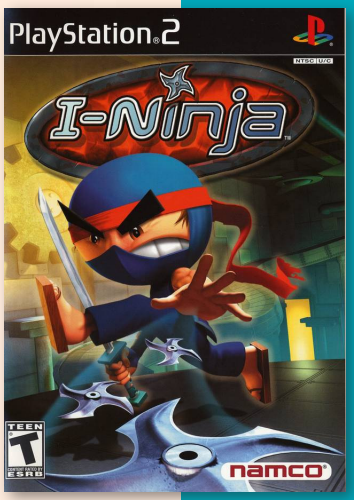
Developer	Argonaut Games
Publisher	Namco, (eu) SCEE
Release date	(us) November 18, 2003
Genre	Action-platformer
Mode	1 Player

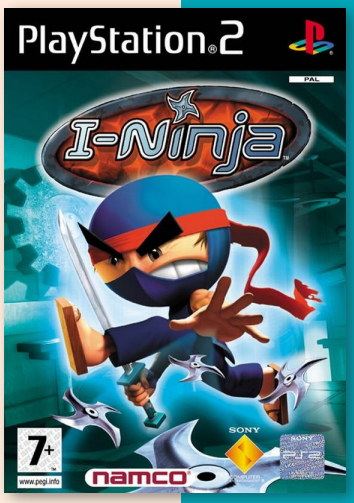
The story of I-Ninja starts when the hero - simply known as Ninja - finds a Rage Stone, touches it, flips out and kills his master. The master transforms into a ghost, leading the Ninja in a quest to defeat the evil O-Dor's armies and find the rest of the Rage Stones before O-Dor can get his hands on them.

The main character in I-Ninja has a variety of acrobatic abilities that are used throughout the game to defeat the Ranx army led by Master O-Dor. In addition to basic skills such as running and jumping, Ninja can also double jump, spin his sword around while midair for a limited time and use it to fall slower than normal, and use the shape of the environment to his advantage. Throughout the game there are several uniquely designed walls that Ninja can run on, and points where Ninja can use his grappling hook to swing across a gap.

Certain levels also provide Ninja with explosive darts and ricocheting shuriken to use against his foes; both of these can be aimed using a first-person view, but shuriken can also be thrown with an auto-aim feature. Occasionally, Ninja will encounter an enemy that will leap into the air with him (in anime fashion) to battle, and the two will remain suspended in a sort of flying void until the foe is defeated. While in this void, Ninja flies around and can dash, slash with his sword, perform an unblockable but heavily delayed thrusting attack, and throw shuriken if he has them. As Ninja attacks he will build an attack gauge that, when filled to certain levels, can be spent to temporarily enhance his abilities.

As the player progresses through the game he will gain access to more of these abilities; using them he can increase his strength, heal his life bar, ride a giant shuriken to quickly slay foes, or even become invincible, which allows him to greatly harm enemies in his vicinity without even touching them. (When Ninja becomes invincible, he says "I-Ninja!", which provides the game with its namesake.)





N P

Ibara

7.1

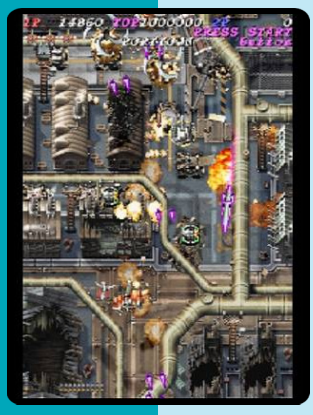
J

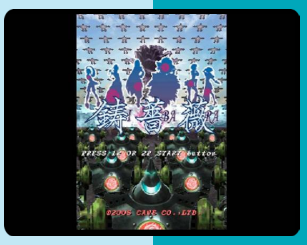
Developer	Cave
Publisher	Taito Corporation
Release date	(jp) February 23, 2006
Genre	Shooter
Mode	1-2 Players

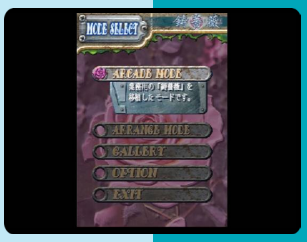
Ibara is a 2005 vertical scrolling shooter originally developed by Cave and published by Taito for arcades.

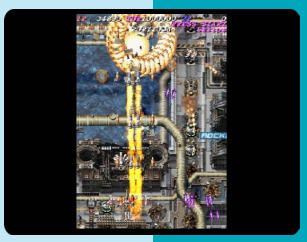
Ibara is very similar to 8ing/Raizing's Battle Garegga and Battle Bakraid games. So much so that Ibara could be considered a pseudo-sequel or, at least, a spiritual successor. The similarities are numerous - some are subtle, some are easily spotted. These include combining archaic technology such as biplanes with more advanced machinery; firing and power-up system; and a medal collecting system which drastically increases scoring. The game features a similar method of earning bombs and a delay when launching them as well. Some of the enemies and their attack patterns are very familiar such as the large cranes in stage 1 and the minigun-wielding first boss. The enemy's explosions spiral around when destroying some of the heavier weapons/scenery and thin, seemingly camouflaged enemy bullets are scattered around the play area in comparable patterns. More subtle references include the HUD layout which lists the name of the current stage at the top of the screen and, when starting a stage, tells users the title of the background music that is playing.

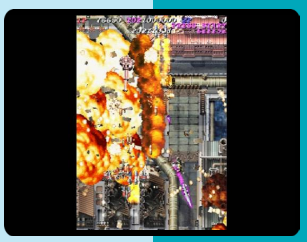
A notable feature of Ibara is the inclusion of a variable, real-time difficulty system by way of the Rank system. The player's rank increases as they acquire more items and cause more damage, increasing the difficulty of the game along with it. The number of enemies does not increase but the number of bullets fired towards the user does, often reaching a ridiculous level of bullet density. There are ways of lowering this rank system if the odds appear too much. The only known way of decreasing the player's Rank in Ibara is to die. The more lives you have, the less the rank decreases when you die. In the later version, Ibara Kuro: Black Label, Rank can be decreased by cancelling bullets with a bomb, however Rank also increases much faster in this version, potentially increasing from minimum to maximum in a matter of seconds.





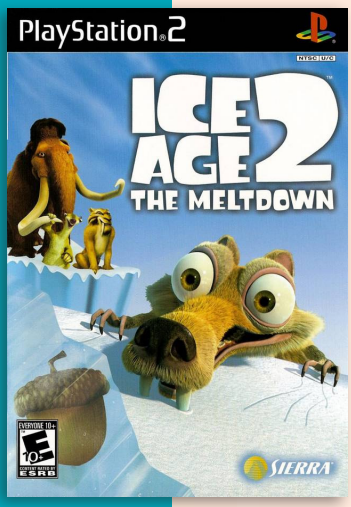


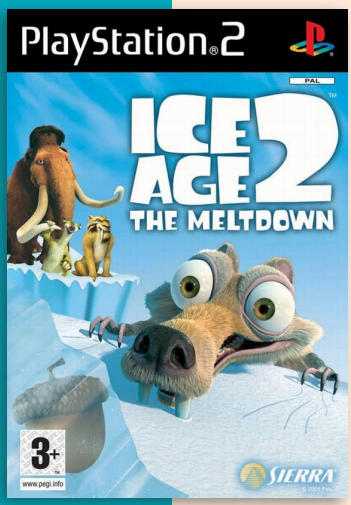




Ice Age 2: The Meltdown

6.8





Developer Eurocom Entertainment Software
Publisher Vivendi Games, (eu) Vivendi Universal Games
Release date (us) March 14, 2006
Genre Action-platformer
Mode 1 Player

Ice Age 2: The Meltdown is loosely based on the movie of the same name. Players take the role of Scrat, the hapless proto-squirrel, helping his friends escape the coming of a huge flood.

Scrat has a few special moves as well, such as sniff, his spin attack, a double jump, a ground stomp (useful for breaking ice) and a roll attack. Much of the game consists of hunting down acorns and other special nuts for health renewal or for unlocking bonuses. There are a few mini-games within the game - players can play as Sid, zipping along an ice slide while avoiding obstacles; there's also penguin-bowling and a mini-game where players "shoot" at monkeys to regain a walnut that was whisked out from under Scats nose.

This game received mixed reviews from critics. Metacritic gave the game 68 out of 100, based on 19 reviews, and GameSpot gives the game a 7 out of 10 saying that the game is a fun engaging platformer that ought to appeal to multiple audiences but criticizing it for its brevity saying that it takes no more than a few hours to complete. And IGN gives the game a Good rating saying that's its worth your attention if you are a platforming fan who isn't also a platforming snob.

J N P

Ice Age: Dawn of the Dinosaurs

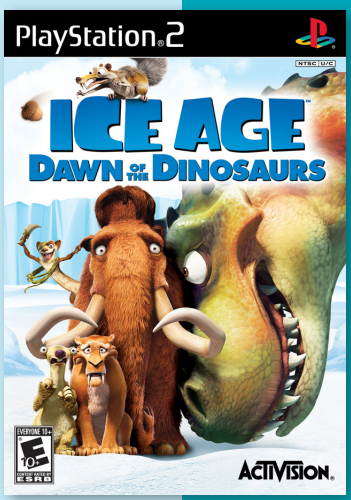
7.2

N P

Developer Activision
Publisher Activision
Release date (au) June 24, 2009
Genre Action
Mode 1-2 (4) Players

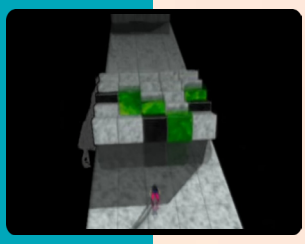
Ice Age: Dawn of the Dinosaurs is a platform game based on the film of the same name.

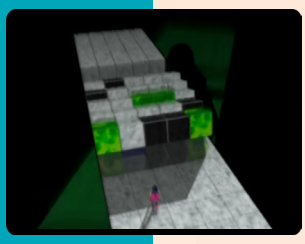
The game allows the player to take control of Manny, Sid, Diego, Scrat, Scratte and Buck as they take on or run away from dangerous dinosaurs, roll eggs to safety, chase for their acorn and explore caves and jungles.



I.Q. Remix+: Intelligent Qube

7.6





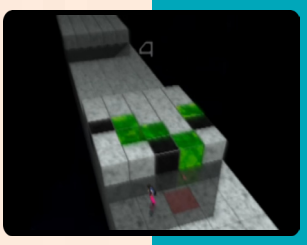
J

Developer	Sugar & Rockets
Publisher	SCEI
Release date	(jp) March 23, 2000
Genre	Puzzle
Mode	1-2 Players

The sequel to the challenging PSOne cult favorite Intelligent Qube, I.Q. REMIX + is a puzzle game that confronts players with a simple proposition: don't fall off their platform.

Gameplay consists of the player character on a long platform as cubes roll towards the player. The goal of the game is to "capture" certain blocks whilst avoid being crushed by the blocks themselves.

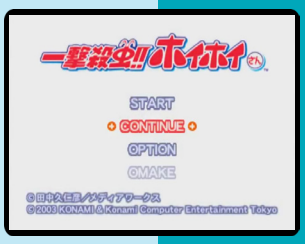
The most basic method of capturing a cube is by tapping the X button. This lays down a blue marker on the square that the player is standing on. When a cube rolls on top of the marker the player can capture the cube by tapping the X button again. Once captured, the cube is removed from the playing field. Only one marker can be placed at a time.



Ichigeki Sacchuu!! HoiHoi-San

Developer	Konami
Publisher	Konami
Release date	(jp) November 27, 2003
Genre	Third-person shooter
Mode	1 Player

7.3



The game, based on a manga by Kunihiko Tanaka, is a third person shooter game where the main aim is to complete levels defeating hordes of various kinds of insects, all while avoiding collateral damage to furniture and other household items. Completing a level gives the player credits with which one can buy upgrades for the Hoihoi-san, ranging from the useful like missile packs, ammunition and weapons upgrade but also less useful items like new clothing and new voices.

In the game the muzzle blast is about the size of the robot, which combined with an impressive rate of fire makes for a definite statement in the girls-with-guns genre. A modicum of style, finesse and Japanese tradition is retained by featuring a katana in the weapons selection. The game allows the player to use both a katana and a machine gun at the same time.

J

I/O

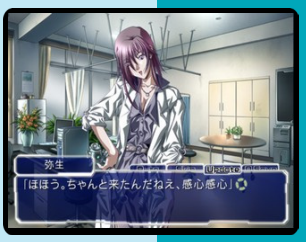
8.3

Developer	Regista
Publisher	GN Software
Release date	(jp) January 26, 2006
Genre	Visual novel
Mode	1 Player

I/O is a mystery adventure visual novel in which the player takes the role of one of four characters; depending on who they choose in the beginning of the game, they experience different scenarios. At certain points throughout the game, the player needs to select one of two choices in order to move the plot forward. In order to reveal the truth behind the game's story, the player needs to clear all four routes.

The game is set in Tokyo in 2032, and follows four protagonists: Hinata Aoi, a lethargic high school student who is investigating the disappearance of his twin sister Mutsuki; Ishtar, a woman who is the leader of the hacking group Criminal; a second Ishtar, who is searching for something important; and a man who goes by the nickname "He", who does not have any friends, and who is opposing an organization.

I/O was developed by Regista, and was directed and written by Takumi Nakazawa, based on an original concept by Nakazawa and Romeo Tanaka, and features character designs by Soyosoyo. The game was inspired by a Mesopotamian poem, the Epic of Gilgamesh. It features full voice acting for all characters, including the protagonists.



J

Iinazuke

6.2

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) April 26, 2007
Genre	Visual novel
Mode	1 Player

In this game, the sisters, Kate and Serina, have lost their mother, and they have been adopted into the counts family. And Kate is forced to marry Rese, the counts granddaughter. Living at the counts house together with other family members, makes Kate confused because he isn't accustomed to girls. He is also forced to transfer to a new school where his new school life starts.

J

Ichigo 100%

7.0

J

Developer	Alpha Unit
Publisher	Tomy Corporation
Release date	(jp) February 10, 2005
Genre	Action
Mode	1 Player

Strawberry 100%: Strawberry Diary, based on a Japanese harem manga series by Mizuki Kawashita, is a visual novel/love sim by Alpha Unit.

Playing as a high school student called Junpei Manaka, the goal is to get close to four different girls, raising the “Strawberry Rating” through interactive conversation. If players earn the favor of a girl, they may end up with a special chocolate on Valentines Day.

Ichigo Mashimaro

7.0

Developer	Media Works
Publisher	Media Works
Release date	(jp) August 11, 2005
Genre	Visual novel
Mode	1 Player

Based on the Strawberry Marshmallow manga, players take the role of a childhood friend of Nobue Itou, one of the comic’s five heroines. It’s summer vacation, and the girls have come to his home town, giving him a chance to get to know them better. The game takes place over a one month period. Every day, players can perform two actions, including shopping, meeting with a girl, and going out on dates.

J

Interlude

9.0

J

Developer	LongShot
Publisher	NEC Interchannel, Interchannel-Holon
Release date	(jp) October 9, 2003
Genre	Visual novel
Mode	1 Player

In Interlude tells the story of the protagonist living an ordinary life until one day he have a chance encounter with a mysterious girl leads to an adventure of intrigue and drama.

Compared to the original Dreamcast version, the PS2 port feature an original scenario as well as additional scenes.

Idol Janshi R: Janguru Project

7.5

Developer	Pacific Century Cyber Works
Publisher	Pacific Century Cyber Works
Release date	(jp) December 19, 2002
Genre	Board
Mode	1 Player

Idol Janshi R: Janguru Project is a mahjong game, published by Pacific Century Cyber Works, which was released in Japan in 2002.

The game feature different characters from the Suu Pai series. Players choose one of four different idol teams and play mahjong games to win an idol competition.

J

Idol Janshi Suchie-Pai III Remix

J

Developer	Jaleco Entertainment
Publisher	Jaleco Entertainment
Release date	(jp) October 11, 2007
Genre	Board
Mode	1 Player

This is a console version of the arcade game Idol Janshi Suchie-Pai III. Players play strip mahjong against young female opponents.

This was a bonus game distributed with the Collector's Edition of Idol Janshi Suchie-Pai IV. This remix edition however toned down some adult elements from the original Idol Janshi Suchie-Pai III to achieve CERO C rating. The game is not available on PS2 outside of the bundle.

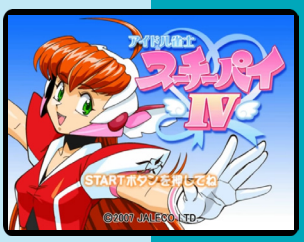
Idol Janshi Suchie-Pai IV

8.0

Developer	Jaleco Entertainment
Publisher	Jaleco Entertainment
Release date	(jp) October 11, 2007
Genre	Board
Mode	1 Player

The setting of Suchie-Pai 4 is Akihabara in Tokyo and the mahjong games takes place in seven eateries located around town. Players take the role of the new manager at You and Me cafe. They scout maids from other cafe with help of Suchie-Pai S while looking for Kyoko.

The limited edition includes a fixed-posed Suchie-Yuki toy figure, an art booklet and a "Art Collection Mode" data collection DVD-Rom.



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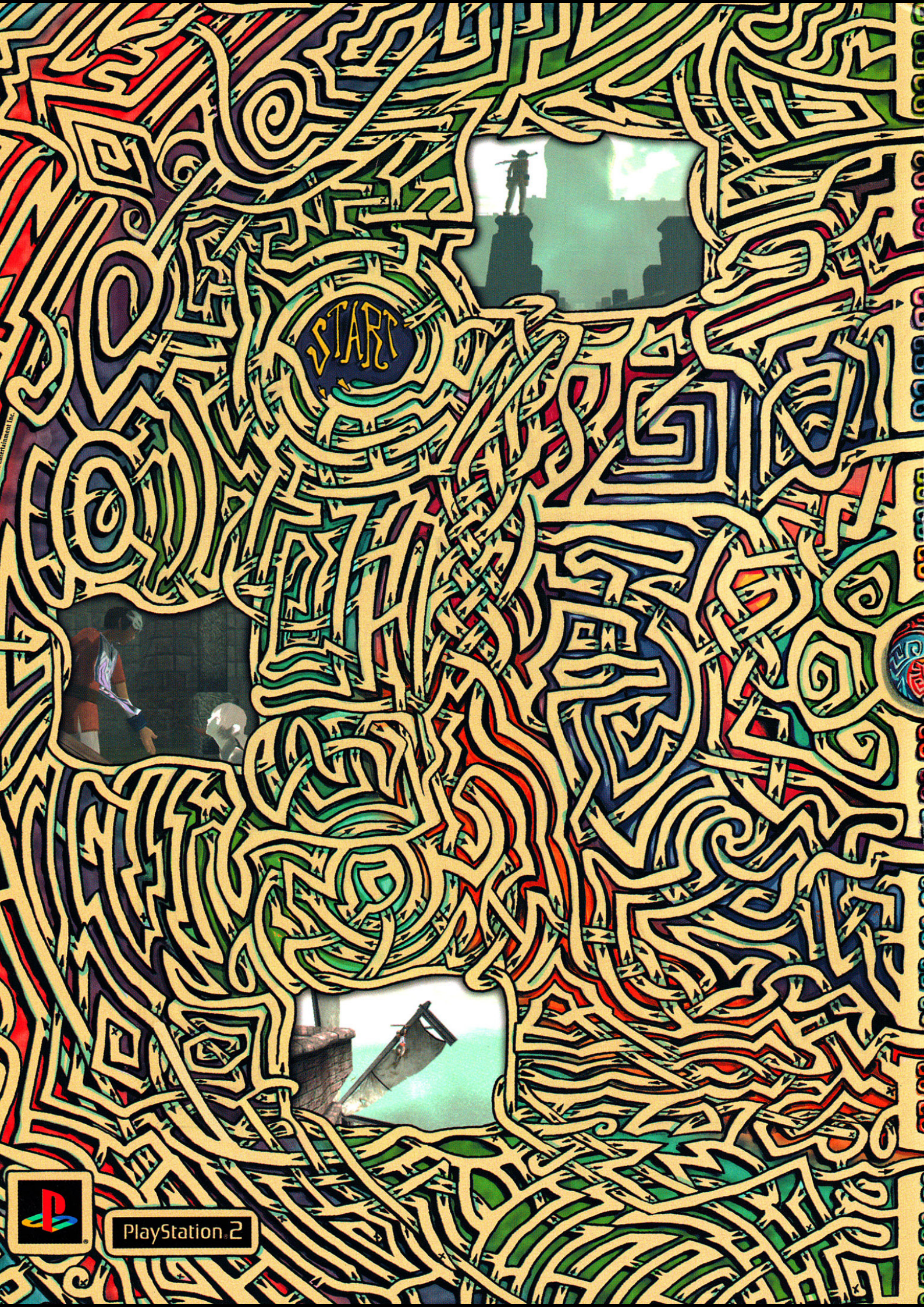

START
PlayStation 2

ICO™

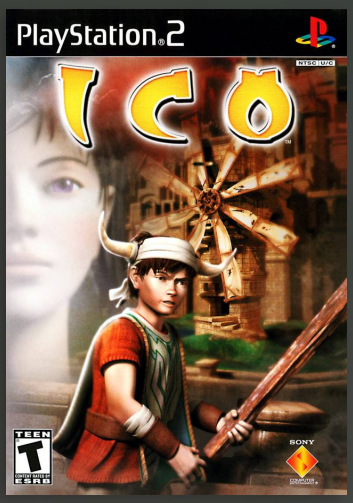
Enter a world of enchantment. You are ICO, a mysterious boy on a quest. Expelled from your village to an isolated castle. You have eerie dreams of rescuing a princess from the evil spirits. Your wits are your only weapon in your crusade. Can you outsmart the evil queen and lead the enchanted princess to freedom?

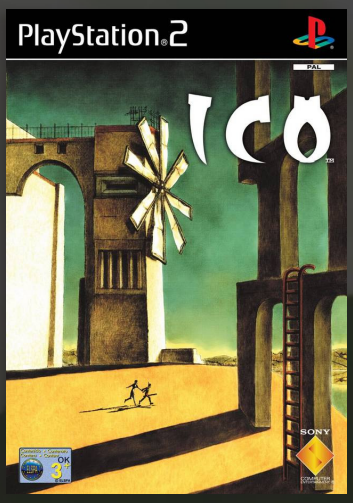
Solve the puzzles or join the tormented souls forever.

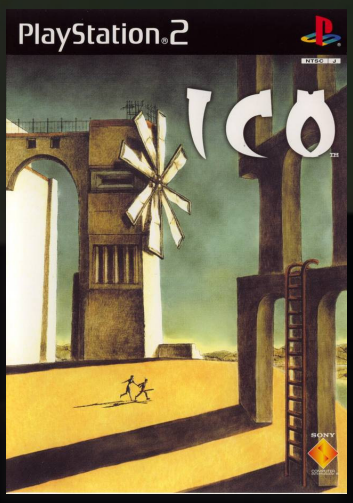
ESRB T Violence

9.0

ICO







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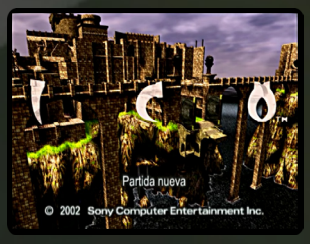


Developer	Team Ico
Publisher	SCEA, (jp) SCEI, (eu) SCEE, (au) SCE Australia
Release date	(jp) December 6, 2001
Genre	Action-adventure
Mode	1 Player

Ico (イコ Iko, /ˈiːkoʊ/) is an action-adventure game developed by SCE Japan Studio and Team Ico, and released for the PlayStation 2.

The protagonist is a young boy named Ico who was born with horns, which his village considers a bad omen. Warriors lock him away in an abandoned fortress. During his explorations of the fortress, Ico encounters Yorda, the daughter of the castle's Queen. The Queen plans to use Yorda's body to extend her own lifespan. Learning this, Ico seeks to escape the castle with Yorda, keeping her safe from the shadow-like creatures that attempt to draw her back.

Ico is primarily a three-dimensional platform game. The player controls Ico from a third-person perspective as he explores the castle and attempts to escape it with Yorda. The camera is fixed in each room or area but swivels to follow Ico or Yorda as they move; the player can also pan the view a small degree in other directions to observe more of the surroundings. The game includes many elements of platform games; for example, the player must have Ico jump, climb, push and pull objects, and perform other tasks such as solving puzzles in order to progress within the castle.

These actions are complicated by the fact that only Ico can carry out these actions; Yorda can only jump short distances and cannot climb over tall barriers. The player must use Ico so that he helps Yorda cross obstacles, such as by lifting her to a higher ledge, or by arranging the environment to allow Yorda to cross a larger gap herself. The player can tell Yorda to follow Ico, or to wait at a spot. The player can also have Ico take Yorda's hand and pull her along at a faster pace across the environment. Players are unable to progress in the game until they move Yorda to certain doors that only she can open.

Escaping the castle is made difficult by shadow creatures sent by the Queen. These creatures attempt to drag Yorda into black vortexes if Ico leaves her for any length of time, or if she is in certain areas of the castle. Ico can dispel these shadows using a stick or sword and pull Yorda free if she is drawn into a vortex. While the shadow creatures cannot harm Ico, the game is over if Yorda becomes fully engulfed in a vortex; the player restarts from a save point. The player will also restart from a save point if Ico falls from a large height. Save points in the game are represented by stone benches that Ico and Yorda rest on as the player saves the game. In European and Japanese releases of the game, upon completion of the game, the player has the opportunity to restart the game in a local co-operative two-player mode, where the second player plays as Yorda, still under the same limitations as the computer-controlled version of the character.

Lead designer Fumito Ueda came up with the concept for Ico in 1997, envisioning a "boy meets girl" story where the two main characters would hold hands during their adventure, forming a bond between them without communication. Ueda's original inspiration for Ico

was a TV commercial he saw, of a woman holding the hand of a child while walking through the woods, and the manga series Galaxy Express 999 (1977–1981), where a woman is a guardian for the young hero as they adventure through the galaxy, which he thought about adapting into a new idea for video games. He also cited his work as an animator on Kenji Eno's Sega Saturn game Enemy Zero, which influenced the animation work, cinematic cutscenes, lighting effects, sound design, and mature appeal. Ueda was also inspired by the video game Another World (Outer World in Japan), which used cinematic cutscenes, lacked any head-up display elements as to play like a movie, and also featured an emotional connection between two characters despite the use of minimal dialog. He also cited Sega Mega Drive games, Virtua Fighter, Lemmings, Flashback and the original Prince of Persia games as influences, specifically regarding animation and gameplay style. With the help of an assistant, Ueda created an animation in Lightwave to get a feel for the final game and to better convey his vision. In the three-minute demonstration reel, Yorda had the horns instead of Ico, and flying robotic creatures were seen firing weapons to destroy the castle. Ueda stated that having this movie that represented his vision helped to keep the team on track for the long development process, and he reused this technique for the development of Shadow of the Colossus, the team's next effort.

Ueda began working with producer Kenji Kaido in 1998 to develop the idea and bring the game to the PlayStation. Ico's design aesthetics were guided by three key notions: to make a game that would be different from others in the genre, feature an aesthetic style that would be consistently artistic, and play out in an imaginary yet realistic setting.

This was achieved through the use of "subtracting design"; they removed elements from the game which interfered with the game's reality. This included removing any form of interface elements, keeping the gameplay focused only on the escape from the castle, and reducing the number of types of enemies in the game to a single foe. An interim design of the game shows Ico and Yorda facing horned warriors similar to those that take Ico to the castle. The game originally focused on Ico's attempt to return Yorda to her room in the castle after she was kidnapped by these warriors. Ueda believed this version had too much detail for the graphics engine they had developed, and as part of the "subtracting design", replaced the warriors with the shadow creatures. Ueda also brought in a number of people outside the video game industry to help with development. These consisted of two programmers, four artists, and one designer in addition to Ueda and Kaido, forming the base of what is now known as Team Ico. On reflection, Ueda noted that the subtracting design may have taken too much out of the game, and did not go to as great an extreme with Shadow of the Colossus.

After two years of development, the team ran into limitations on the PlayStation hardware and faced a critical choice: either terminate the project altogether, alter their vision to fit the constraints of the hardware, or continue to explore more options. The team decided to remain true to Ueda's vision, and began to use the Emotion Engine of the PlayStation 2, taking advantage of the improved abilities of the platform. Character animation was accomplished through key frame animation instead of the more common motion capture technique. The game took about four years to create. Ueda purposely left the ending vague, not

stating whether Yorda was alive, whether she would travel with Ico, or if it was simply the protagonist's dream.

Ico uses minimal dialog in a fictional language to provide the story throughout the game. Voice actors included Kazuhiro Shindō as Ico, Rieko Takahashi as Yorda, and Misa Watanabe as the Queen. Ico and the Queen's words are presented in either English or Japanese subtitles depending on the release region, but Yorda's speech is presented in a symbolic language. Ueda opted not to provide the translation for Yorda's words as it would have overcome the language barrier between Ico and Yorda, and detracted from the "holding hands" concept of the game. In the non-North American releases, playing through the game again after completing the game replaces the symbolic text with appropriate language subtitles.

Ico's audio featured a limited amount of music and sound effects. The soundtrack, Ico: Kiri no Naka no Senritsu, was composed by Michiru Oshima and sound unit "pentagon" (Koichi Yamazaki & Mitsukuni Murayama).

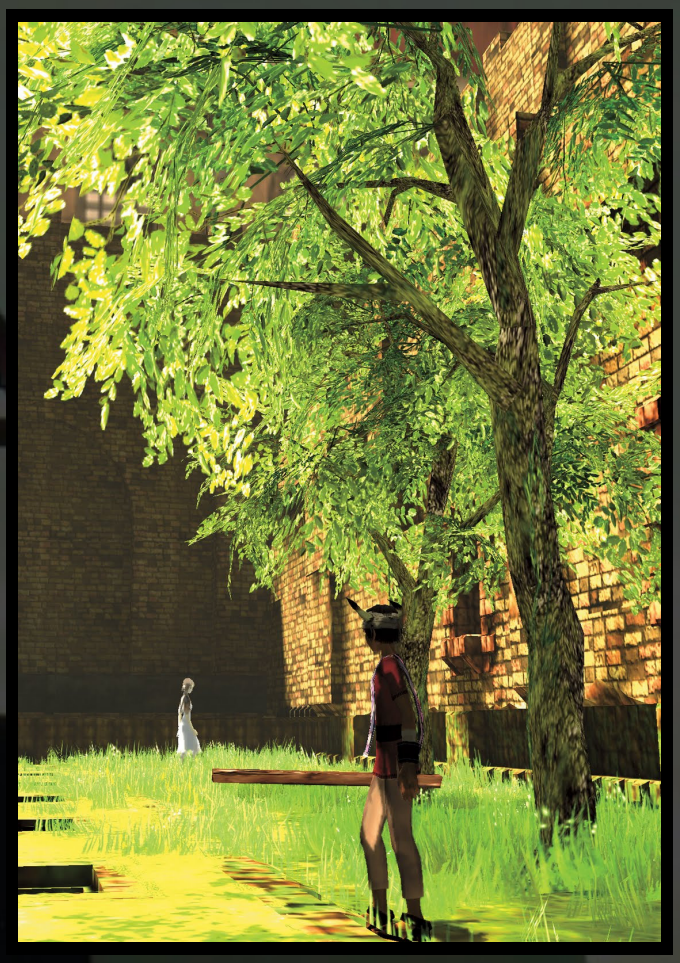
The cover used for releases in Japan and PAL regions was drawn by Ueda himself, and was inspired by the Italian artist Giorgio de Chirico and his work The Nostalgia of the Infinite. Ueda believed that *"the surrealistic world of de Chirico matched the allegoric world of Ico"*. The North American version lacks this cover as well as additional features that become available after the player completes the game once. The development team was unable to provide Ueda's cover or the additional features such as the two-player mode in time for Sony's planned North American release date, but included them for the later releases in Japan and PAL regions. On reflection, Yasuhide Kobayashi, vice-president of Sony's Japan Studio, believed the North American box art and lack of an identifiable English title led to the game's poor sales in the United States, and stated plans to correct that for the release of The Last Guardian. For its original release, a limited edition of the game was available in PAL regions that included a cardboard wrapping displaying artwork from the game and four art cards inside the box. The game was re-released as a standard edition in 2006 across all PAL regions except France after the 2005 release of Shadow of the Colossus, Ico's spiritual sequel, to allow players to *"fill the gap in their collection"*.

Ico received strong reviews, becoming a cult hit among gamers. The game has an aggregated review score of 90 out of 100 at Metacritic. In Japan, Famitsu magazine scored the game a 30 out of 40. The game is considered by some to be one of the greatest games of all time; Edge ranked Ico as the 13th top game in a 2007 listing, while IGN ranked the game at number 18 in 2005, and

at number 57 in 2007. Ico has been used as an example of a game that is a work of art. Ueda commented that he purposely tried to distance Ico from conventional video games due to the negative image that video games were receiving at that time, in order to draw more people to the title.

Some reviewers have likened Ico to older, simpler adventure games such as Prince of Persia or Tomb Raider, that seek to evoke an emotional experience from the player; IGN's David Smith commented that while simple, as an experience the game was *"near indescribable."* The game's graphics and sound contributed strongly to the positive reactions from critics; Smith continues that *"The visuals, sound, and original puzzle design come together to make something that is almost, if not quite, completely unlike anything else on the market, and feels wonderful because of it."* Many reviewers were impressed with the expansiveness and the details given to the environments, the animation used for the main characters despite their low polygon count, as well as the use of lighting effects. Ico's ambiance, created by the simple music and the small attention to detail in the voice work of the main characters, were also called out as strong points for the game. Charles Herold of The New York Times summed up his review stating that *"Ico is not a perfect game, but it is a game of perfect moments."* Herold later commented that Ico breaks the mold of games that usually involve companions. In most games these companions are invulnerable and players will generally not concern with the non-playable characters' fate, but Ico creates the sense of *"trust and childish fragility"* around Yorda, and that these leads to the character being *"the game's entire focus"*.

The game is noted for its simple combat system that would *"disappoint those craving sheer mechanical depth"*, as stated by GameSpot's Miguel Lopez. The game's puzzle design has been praised for creating a rewarding experience for players who work through challenges on their own; Kristen Reed of Eurogamer, for example, said that *"you quietly, logically, willingly proceed, and the illusion is perfect: the game never tells you what to do, even though the game is always telling you what to do"*. Ico is also considered a short game, taking between seven and ten hours for a single play through, which Game Revolution calls *"painfully short"*



with *"no replay outside of self-imposed challenges"*. G4TV's Matthew Keil, however, felt that *"the game is so strong, many will finish 'Ico' in one or two sittings"*. The lack of features in the North American release, which would become unlocked on subsequent playthroughs after completing the game, was said to reduce the replay value of the title. Electronic Gaming Monthly notes that *"Yorda would probably be the worst companion -she's scatterbrained and helpless; if not for the fact that the player develops a bond with her, making the game's ending all the more heartrending."*

Despite the positive praise, the original title did not sell well. By 2009, only 700,000 copies were sold worldwide, with 270,000 in the United States. and the bulk in PAL regions, Ueda considered his design by subtraction approach may have hurt the marketing of the game, as at the time of the game's release, promotion of video games were primarily done through screenshots, and as Ico lacked any heads-up display, it appeared uninteresting to potential buyers.

Ico received several gaming acclamations from the video gaming press, and was considered to be one of the Games of the Year by many publi-

cations, despite competing with releases such as Halo, Metal Gear Solid 2: Sons of Liberty, and Grand Theft Auto III. The game received three Game Developers Choice Awards in 2002, including "Excellence in Level Design", "Excellence in Visual Arts", and "Game Innovation Spotlight". The game won two Interactive Achievement Awards from the Academy of Interactive Arts & Sciences in 2002 for "Art Direction" and "Character or Story Development", and was nominated for awards of "Game of the Year", "Game Design", "Level Design" and "Sound Design".

Ico is stated by Chris Kohler of Wired to have influenced numerous other video games, borrowing from its simple and visual design ideals. Several game designers, such as Eiji Aonuma, Hideo Kojima, and Jordan Mechner, have cited Ico as having influenced the visual appearance of their games, including The Legend of Zelda: Twilight Princess, Metal Gear Solid 3: Snake Eater, and Prince of Persia: The Sands of Time, respectively. Marc Laidlaw, scriptwriter for the Half-Life series, commented that, among several other more memorable moments in the game, the point where Yorda attempts to save Ico from falling off the damaged bridge was *"a significant event not only for that game, but for the art of game design"*. The Naughty Dog team used Ico as part of the inspiration for developing Uncharted 3. Vander Caballero credits Ico for inspiring the gameplay of Papo & Yo. Hipster, and, allaround unlikable, Phil Fish, used the design by subtraction approach in developing the title Fez. The developers of both Brothers: A Tale of Two Sons and Rime have Ico as a core influence on their design. Hidetaka Miyazaki, creator and director of the Souls series, cited Ico as a key influence to him becoming involved in developing video games, stating that Ico *"awoke me to the possibilities of the medium"*.

Film director Guillermo del Toro cited both Ico and Shadow of the Colossus as *"masterpieces"* and part of his directorial influence. Jonny Greenwood of Radiohead considers, of his top ten video games, *"Ico might be the best one"*.

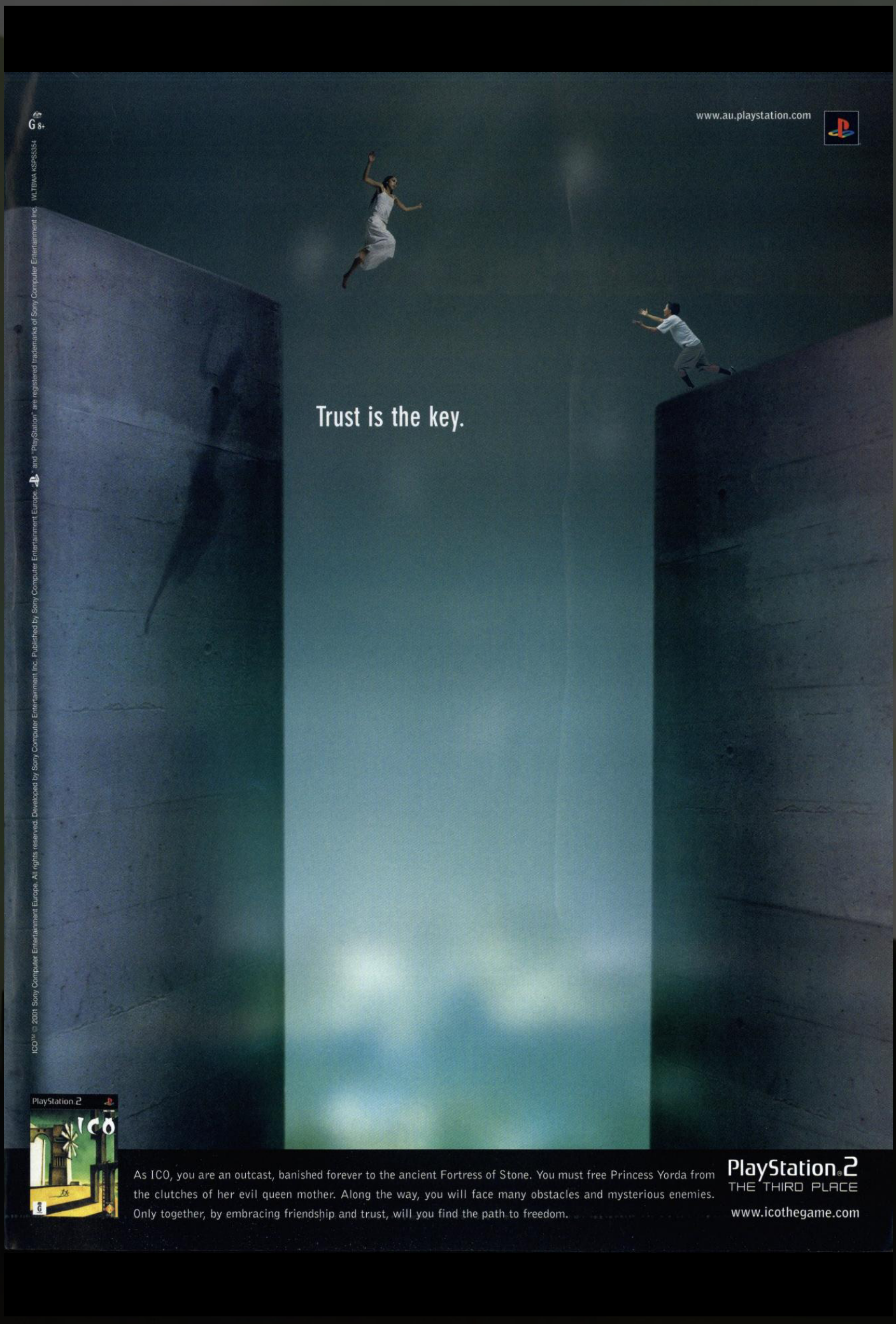
Ico, along with Shadow of the Colossus, received a high-definition remaster for the PlayStation 3 that was released worldwide in September 2011. In addition to improved graphics, the games were updated to include support for stereoscopic 3D and PlayStation Trophies. The Ico port was also based on the European version, and includes features such as Yorda's translation and the two-player mode. Patch 1.01 for the digital high-definition Ico version added the Remote Play feature, allowing the game to be played on the PlayStation Vita.

ICO Press Kit

One of the ICO Press Kit sent to video game reviewers included a candle with a ICO logo and the Shadow of the Colossus demo, packaged in a cardboard box.

The package has since become a collectors item and is considered a rare and expensive promo kit.

Another Press Kit included the candle in a bird cage.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PlayStation 2
ICO
As ICO, you are an outcast, banished forever to the ancient Fortress of Stone. You must free Princess Yorda from the clutches of her evil queen mother. Along the way, you will face many obstacles and mysterious enemies. Only together, by embracing friendship and trust, will you find the path to freedom.
PlayStation 2
THE THIRD PLACE
www.icothegame.com

Fumito Veda

by: Amos Wong@PlayStation 2 Official Magazine (AU) 2002 April #01

Set in a bewitching yet austere castle, Ico brings a rare beauty to PS2 gameplay. OPS2 met the man behind the masterpiece to unlock the secrets within the castle walls.

Talking about what is, amazingly, the first game he has directed, Fimuto Ueda remarks that in *Ico* he sought to create "a real fantasy experience." The result is so much more - *Ico* is original, beautiful and utterly unforgettable. During his forthcoming trip to Las Vegas for the AIAS Achievement Awards (*Ico* has been nominated in several categories) Ueda is planning to visit the Grand Canyon to research his next PS2 game. Given *Ico*'s reception, it'll definitely be on to look out for.

What inspired *Ico's* original concept?
When I was in high school I saw a TV commercial with a lady holding the hand of a child, walking through the woods and the image just stuck with me. When I came up with the pairing concept. I had a woman and a young boy in mind. There's also a famous manga called *Galaxy Express 999*. It's about a woman named Maetel who's guardian for the young hero Tetsuro as they adventure through the galaxy. I thought that even though it was an old story, it could be adapted into a new idea for videogames.

Did you have any other ideas?
Originally, *Ico* was meant for PSone and it was the girl who had horns. She was trapped in a small room and the boy was one of the slave workers in the castle, who found the room and helped the girl escape.

When did the game development start?
It began in February 1998. We originally used pre-rendered backgrounds and then switched to real-time 3D. All the animation was done by hand and I used Simon and *Garfunkel's Scarborough* Fair for the music - this later became the inspiration for *Ico*'s theme. We were halfway through development when PS2 came halfway through development when PS2 came along. As a planner, I wanted to release the game on PSone because, at its launch the PS2 didn't have many good games - they were all rushed to be released on time. But as a designer, I was attracted to the PS2's high specs because you can achieve so much more, graphically.

Both Ico and Yorda are endearing and original characters. How did you go about designing them?
I wanted to achieve a look somewhere between a Japanese and a foreign style. It was a long process of trial and error - actually, I wasn't sure what to do with them myself! For Yorda, I eventually asked one of the female team members to refine the character. I kept on changing things for the start, right up until the master was due. I gave Yorda a haircut just at the last moment.

Players comment that they really care about Yorda. How do you create a character that provides players which such a strong sense of attachment?
The core team members and myself concentrated on characterising her. For instance, outside of the gameplay Yorda often makes strange movements; she strolls around, follows birds and point to things. Some of the team members wondered why they were working on this stuff [laughs]. We are attracted by the quirks of girlfriends, right? We didn't just want to use Yorda as an element to proceed through the game, we wanted to encourage the idea that the two are sharing an adventure, co-operating together. By putting in those particular movements, a player can feel that connection. Actually, I wanted to include more variations as these things were actually planned for the PSone version, but time was an issue.

The design of the castle and the various puzzles are amazing. How were they planned and created?
It started off as just a bunch of puzzles without textures, in a vaguely castle-like form. When the puzzles were okayed they were handed over to the designers who would then add more details. It took a lot of work to have it all make sense because all the stages were created individually. Occasionally, when we put the different stages together they didn't fit too well, so we'd have to cut or shuffle areas around. It was a constant process of building and fixing that went on for about two years. The reason why I concentrated on this so much was

that the castle had to be realistic in terms of architecture.

What kind of research was involved in creating the architecture?
I've never been to a real castle before and was inspired by the work of Giovanni Battista Piranesi, an artist from 18th century Italy. Japanese rural scenery was also inspirational, things like deserted cars near rice fields and semi-built-up areas near the countryside.

Are there any technologies or graphic techniques in the game that you're particularly proud off?
Its kind of hard for our team to complete with, say, Square or Namco in terms of realism, so we used different techniques to make big contrasts within the environment. When you look at the castle, for instance, there are shadowy places and bright, sunlit areas for a more dramatic expression. Of course, you could present a colourful, vibrant world, but *Ico* has a subtle and reserved style. Take movies as an example; even with modern technology available, some movies opt for a grainy effect for the visuals as a means of expression. *Ico* is lo-fi [running at 30 frames] and the modelling is in low resolution. The team intentionally avoided using the maximum graphic specs in order to give the game something different and make it stand out.

Will there be a sequel?
At this point we're not planning one, but I'd like to create a game that shares the same kind of atmosphere and concept. I'm actually in the midst of preparing another game at the moment, but I can't really talk about it yet.

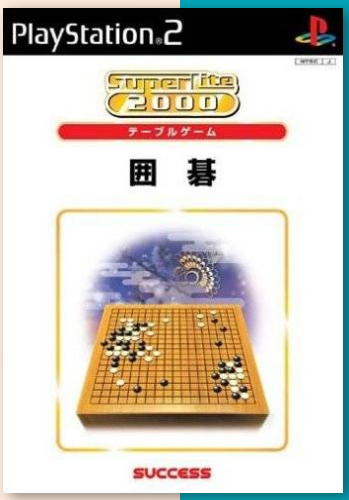
What's your view on the state of the videogame market?
At this I'd compare movies to cars and motorcycles to games. The motorcycle market is smaller than the car market, which is similar to games versus movies. But when you think about it, riding a motorcycle is more practical in the city. Its cheaper and more manoeuvrable, but people still prefer cars because of the image; they're more luxurious. Games still have an image of being for 'gamers', or the younger generation. In the future, I don't want people to avoid the situation where producers make games that only target the core players.

Igo

Developer	Success
Publisher	Success
Release date	(jp) July 31, 2003
Genre	Board
Mode	1-2 Players

Igo is one of the many budget Igo board games released on the PS2. This title was published by Success and released in Japan in 2003. The game is part of the Superlite 2000 series.

Players take part in 12 different tournaments with each competition comes with different rules.



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Igo 4

Developer	Magnolia
Publisher	Magnolia
Release date	(jp) July 22, 2004
Genre	Board
Mode	1-2 Players

Igo 4 is another budget Igo board game released on PS2. This title was published by Magnolia and released in Japan in 2004. The game is part of the Superlite 2000 series. The game feature one to two players and feature similar gameplay as most of the budget Igo games released in Japan.

J

4.0

Iron Chef

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) December 1, 2007
Genre	Action-platformer
Mode	1 Player

Iron Chef was released by Phoenix Games. The object of the game is to become a Master Chef. Players need to find the food ingredients that the Baby Mice have stolen. Players knock the ingedients into the basket and has to keep an eye out for the Baby Mice who will try to empty the basket.

P

IGPX: Immortal Grand Prix

5.5

J N

Developer Namco Bandai Games
Publisher Bandai, (us) Namco Bandai Games
Release date (jp) March 30, 2006
Genre Racing
Mode 1-2 Players

The game is set in the year 2049, and the most popular sport in the world is a combat race played by teams of robots. These high-speed machines, called IG Machines, travel at speeds surpassing 350mph on twisting tracks measuring 60 miles or longer, and the racers will fight brutally to be the first to the finish line.

Immortal Grand Prix is a combination fighting/racing game based on the anime series of the same name. Players control their team of pilots in a 3-on-3 race where the robots involved will literally fight for position. Players can switch freely between each pilot on the team and give them orders. Between races they can customize their mechs in a variety of ways.

The game offers multiple Grand Prix levels to play through, as well as a two-player versus mode and a training mode.

Iridium Runners

5.7

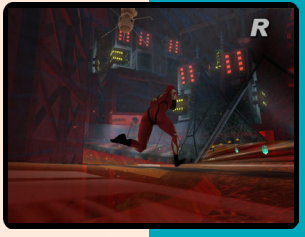
N P

Developer Playstos Entertainment
Publisher SouthPeak Games
Release date (us) February 20, 2008
Genre Racing
Mode 1-2 (4) Players

Iridium Runners is a futuristic running game that pits competitors against each other on hazard-riddled race tracks in foot races. Players can choose one of 20 characters that have unique running skills and techniques. Some of the characters and tracks can only be unlocked as the game progresses.

Almost anything goes during the races including knocking opponents completely off the track with a well-placed kick, fist or weapon. Power-ups and booster items are scattered around the course for increasing performance, speed or providing a new method of attack. Strategy comes into play by knowing which character and which "pod" sidekick to choose.

There are three modes of play: Single Race, Cup and Championship.



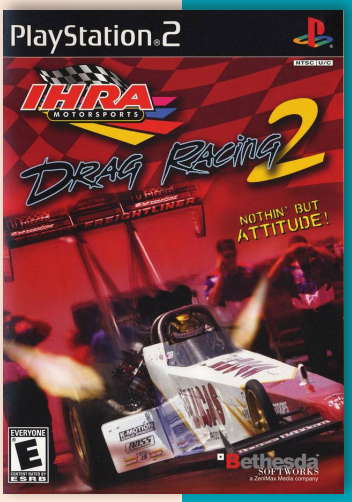
IHRA Drag Racing 2

5.0

Developer	Bethesda Softworks
Publisher	Bethesda Softworks
Release date	(us) December 9, 2002
Genre	Racing
Mode	1-2 Players

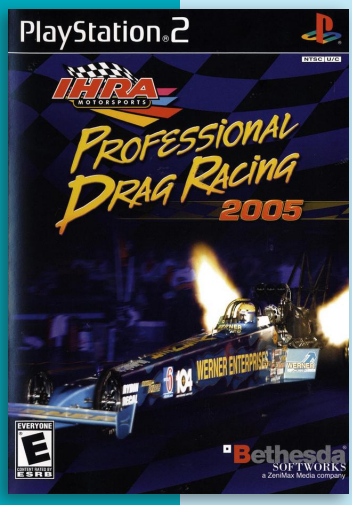
IHRA Drag Racing 2 features drag racing stars racing on 1/4 and 1/8-mile tracks. Players can choose from 50 vehicles, including classics and late models. It features top cars and drivers from Top Fuel, Pro Mod, Pro Stock, and Funny Car. Players can also customize 70 vehicle components, from tires to transmissions to electronics.

Unlike most racing games, where the player really only needs to worry about steering, accelerating, and braking, IHRA Drag Racing 2 forces the player to also worry about burnouts (prestaging), releasing the parachute, using nitrous, and a myriad other elements both before and while rocketing down a given track.



IHRA Professional Drag Racing 2005

3.0



Developer	Bethesda Softworks
Publisher	Bethesda Softworks
Release date	(us) November 9, 2004
Genre	Racing
Mode	1-2 Players

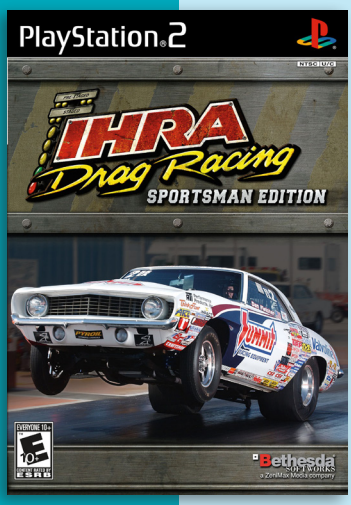
As with the 2004 Xbox edition, IHRA Professional Drag Racing 2005 is a simulation of drag racing. However, the 2005 edition has been radically changed to be more accessible and is built on an entirely new code base. The controls have been modified and many functions have been automated. The graphics have also been improved, along with a new physics model.

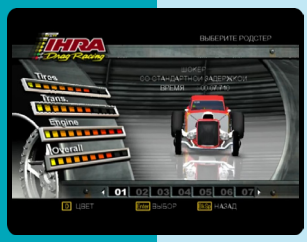
Included is an arcade mode, in both singleplayer and multiplayer, as well as a new simulation mode. In the simulation mode, there is a series of racing tests/tutorials to teach the basics, then purchasing and customizing a car, then going drag racing. The game contains 24 official drivers and 11 official tracks. There are 35 vehicles and 70 vehicle components to customize, from tires to transmissions to electronics.

The game features the official endorsement of the International Hot Rod Association.

IHRA Drag Racing: Sportsman Edition

3.1





Developer	Bethesda Softworks
Publisher	Bethesda Softworks
Release date	(us) June 13, 2006
Genre	Racing
Mode	1-2 Players

IHRA Sportsman marks a new direction for the IHRA series, with its new racing rule set and gameplay completely redesigned from the ground up. IHRA Sportsman utilizes the Official IHRA Bracket Racing rule set of the Sportsman Series - featuring Top Sportsman and Top Dragster car classes. Designed to appeal to the casual racer along with the drag racing enthusiast, the game will offer a quick play Arcade mode along with a more detailed simulation mode. Players will earn money, buy and unlock new higher quality parts and cars as they progress towards the IHRA Sportsman Championship. Players can fully customize 60 accurate and detailed vehicles in the garage and paint shop and race on 22 different tracks, including 11 official IHRA tracks and 11 original, fantasy-style tracks.

Iris

3.0

Developer	Kid
Publisher	Kid
Release date	(jp) February 27, 2003
Genre	Visual novel
Mode	1 Player

Iris is one of Kid's romantic visual novels with a school setting. This story centres around junior high-school students in their final year and takes place in a town called Hisame-cho during winter time. This visual novel focuses on the story of one's first love. Players take the role of Haruki Setohara, a third year junior high-school student, and by selecting different choices in the story, players focus their affections toward the girl of their choice. Leading female characters they get in contact with are Sakura, his classmate, Shinonome, Sakura's close friend, Yui, a junior high school graduate who lives next door, Miu, a first year junior high-school student, Manami, his class president, and Natsumi, his cousin and also his classroom teacher.

"mobygames.com"

Ikki Tousen: Shining Dragon

7.2

Gentei Bakuretsu Pack

Best Collection

Developer	Marvelous Entertainment
Publisher	Marvelous Entertainment
Release date	(jp) July 26, 2007
Genre	Fighting
Mode	1 Player

Shining Dragon is a 3D action fighting game based on the Ikkitōsen anime franchise created by Yuji Shiozaki, also known as Battle Vixens internationally. Tying in with the events of the anime's second season, it presents an original scenario where a mysterious woman named Chōsen appears, seemingly bent on stealing the powers that heroine Sonsaku Hakufu and her friends possess.

The game plays much like a classic beat-'em-up, only in full 3D. Each character has light and heavy attacks, which can be strung together into various combo attacks, as well as the ability to block enemy attacks. Each character also has a super power mode, which must be charged up by landing hits on the opponent. In most situations, the goal is simply to defeat the opponent without running out of health.

The main Story Mode follows a basic pattern. Each chapter begins with an "adventure" sequence where the characters interact via still images and voice overs, much like a traditional visual novel. This leads into a two-stage fight, where the first part pits the player against a group of weaker enemies, while the second is a one-on-one fight against a boss. After each stage, the player earns points based on their performance, which can be used to upgrade their character's abilities, then the adventure part begins again. There is also a Mission Mode where the player can challenge specific timed objectives.

There are six characters available to choose from in the story mode, each with their own scenario: Sonsaku Hakufu, Ryomō Shimei, Kanu Unchō, Chōun Shiryū, Chōhi Ekitoku, and Ryūbi Gentoku. A further four characters can be unlocked for play in the mission mode: Chōsen, Kakōen Myōsai, Ryofu Hōsen, and Ukitsu. There is also an unlockable mode called Cosplay Mode where the characters wear various special outfits; it is structured like the Scenario Mode, only without the adventure parts.

"mobygames.com"

Ikuze! Onsen Takkyuu!!

3.0

Developer Psikyo
Publisher Psikyo, X-Nauts
Release date (jp) December 21, 2000
Genre Sports
Mode 1-2 Players

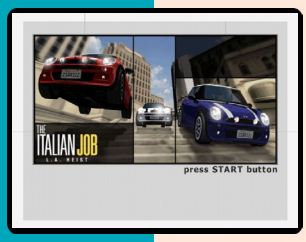
Ikuze! Onsen Takkyū!! is a 3D table tennis game featuring two modes: story and versus (against another player or the computer). There are 6 stages to play in and 8 characters to choose from, seven fictional ones plus real life Japanese table tennis player Ai Fukuhara. Each of the eight characters has their own plot in the story mode, with cutscenes and voice acting. Gameplay is simple; two buttons for different shot types while the left analog stick/d-pad moves the player. If the ball is high in the air, with precise timing and good positioning, a super-move can be executed, delivering an especially powerful and well-placed shot.

"mobygames.com"

J

The Italian Job

5.5



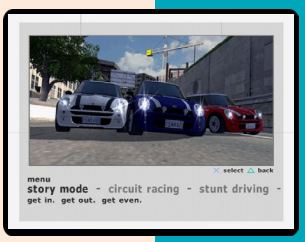
Developer Climax Group
Publisher Eidos Interactive
Release date (us) June 25, 2003
Genre Racing
Mode 1-2 Players

The Italian Job, released in Europe as The Italian Job: L.A. Heist, is a racing game based on the film of the same name.

The game features a story mode based on the movie. Players drive vehicles around Hollywood and Los Angeles, earning points for completing small tasks. There are 15 missions in the story mode. Each is designed to reflect a certain part of the movie, with the spoken introduction to each 'section' giving background on what part of the movie is being covered, and what the objective of the mission is going to be. The game's four other modes include racing around tracks, performing stunts for points, free roam, and time trials.

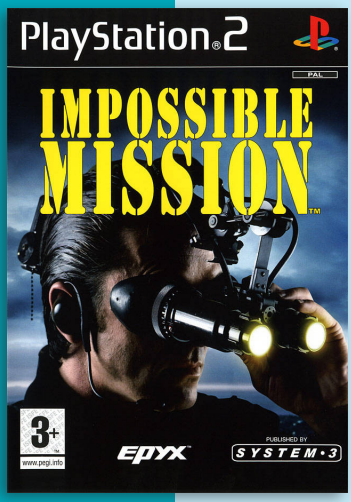
The game received mixed reviews. Maxim gave it a score of five out of ten and said, *"The ordinary race-and-chaser's loosely knit compilation of repetitive Mini Cooper showdowns has a recognizable scene or two, but that's about it."*

N P



Impossible Mission

5.7



Developer	System 3
Publisher	System 3
Release date	(eu) August 31, 2007
Genre	Action-platformer
Mode	1 Player

Impossible Mission is a remake of an action game original released on the Commodore 64 in 1984. Players take control of a agent who have infiltrate a secret base to stop the evil Professor Elvin Atombender's nuclear missiles that are set to launch in six hours and destroy strategic locations on the earth.

The goal of Impossible Mission is to acquire nine passwords and bring these to Atombender's Control Room in time to shut down the rockets. Unfortunately these passcodes (contained on punch cards) have been broken into four pieces each, and each piece hidden in computers, furniture, and waste bins throughout the base. On top of that Atombender has an entire army of robots patrolling the base. If a robot touches or shocks the agent then ten minutes are removed from the clock and the room is reset. The agent can jump over robots, but the only way to stop them is to expend a specific item on a room's computer terminal, and even that only disables them for a few seconds.

The 2007 release of the game has a few improvements over the original version, mostly to improve the graphics and make the game easier. The player can select one of three agents, although all of them possess the same abilities. Robots are now color coded according to what they are capable of doing (yellow only patrol, red patrol and shock, blue can follow and shock), but some aspects of each robot's personality can still only be figured out by watching or approaching them. Finally an easy mode has been added that adds an extra two hours to the clock and marks rooms which you have cleared out of items. The original mode with the original graphics can also be played, as well as a "mixed" mode that uses the old avatar graphics, makes all robots the same color, but keeps any other graphical upgrades.

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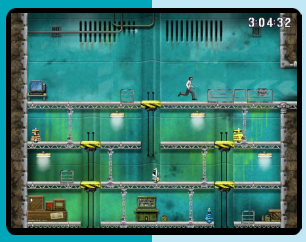
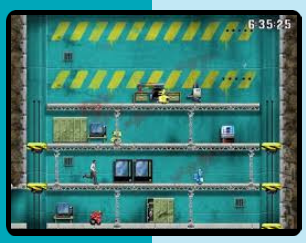
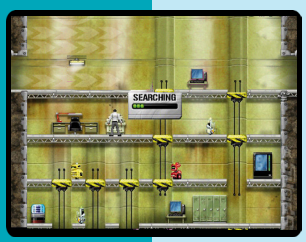
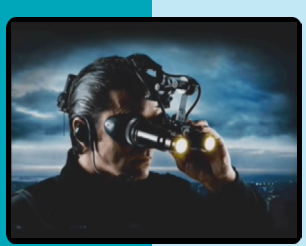
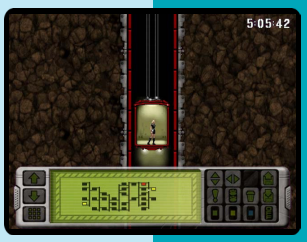
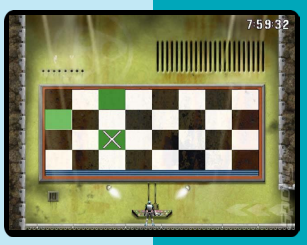


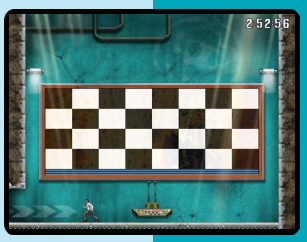


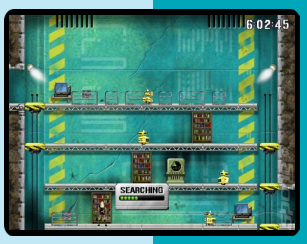






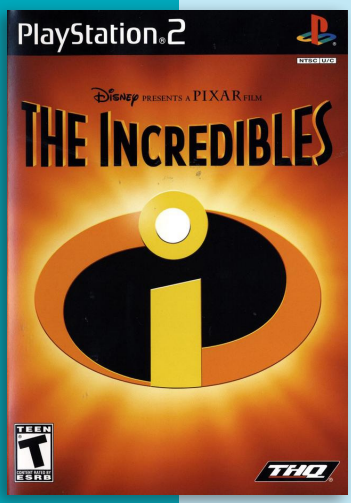






The Incredibles

6.2



Developer	Heavy Iron Studios
Publisher	THQ, (jp) D3Publisher, (eu) Disney Int., (us) SCEA
Release date	(us) October 31, 2004
Genre	Action-adventure
Mode	1 Player

The Incredibles is based on the hit Pixar film of the same name and same plot. The game sees players controlling the Incredible family members, each with their own super powers. Lift heavy objects, bash through walls as Mr. Incredible, stretch to swing across chasms and grab enemies as Mrs. Incredible as well as taking control of their kids Dash, who run fast, and Violet, who is invisibile.

Unlike most movie tie-in games, the game's music was composed by Michael Giacchino, who also scored the film. Samuel L. Jackson (Frozone/Lucius Best), Spencer Fox (Dash), Sarah Vowell (Violet), and Jason Lee (young Buddy Pine) reprise their roles from the film.

By July 2006, The Incredibles had sold 740,000 copies and earned $24 million in the United States. Next Combined console sales of the Incredibles series reached 1.5 million units in the United States by July 2006.

J N P

The Incredibles: Rise of the Underminer

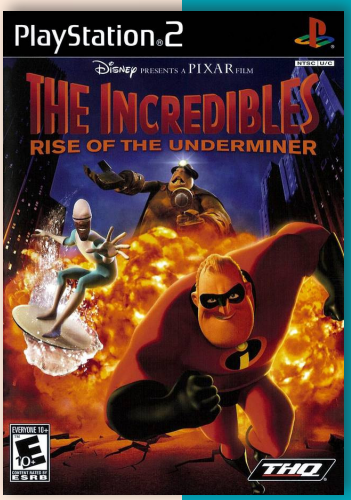
6.0

J N P

Developer	Heavy Iron Studios
Publisher	THQ, (jp) Sega
Release date	(us) November 1, 2005
Genre	Action-platformer
Mode	1-2 Players

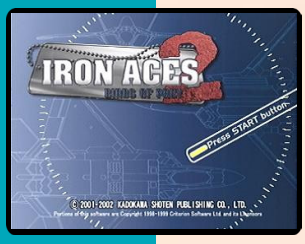
The Incredibles: Rise of the Underminer serves as an alternative sequel to the animated film The Incredibles. It features Mr. Incredible and Frozone fighting The Underminer's legion of robot minions. Mr. Incredible uses melee combat moves and strength to navigate the level while Frozone uses his freezing powers to defeat enemies. Two players can play at the same time or the console can play one of the characters for the player.

The game features appearances by the rest of the Incredibles, though they are not playable characters. John Ratzenberger reprises his role of the Underminer in the video game, while Craig T. Nelson and Samuel L. Jackson are replaced by Richard McGonagle and Isaac C. Singleton Jr. as Mr. Incredible and Frozone, respectively.



Iron Aces 2: Birds of Prey

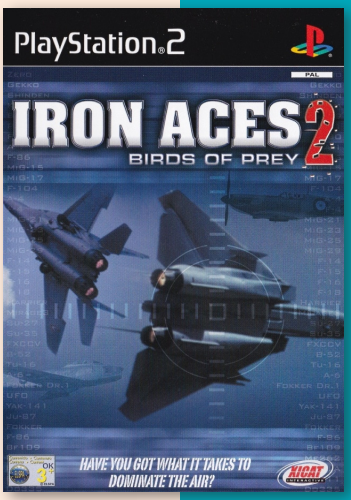
7.1



J P

Developer	Opera House
Publisher	Kadokawa, (eu) Xicat Interactive
Release date	(jp) February 22, 2001
Genre	Simulation, Action
Mode	1 Player

The first Iron Aces game, released on the Dreamcast, took place using World War II era planes. Iron Aces 2: Birds of Prey ignores this limitation and lets the player choose from a variety of fighters including the first jets and missile-armed fighters. The player can fly these fighters on a variety of objective-based missions or set the fighters loose in Free Battle Mode and place any plane type against any other.



The Incredible Hulk

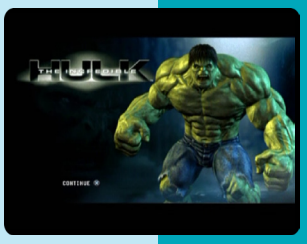
5.0

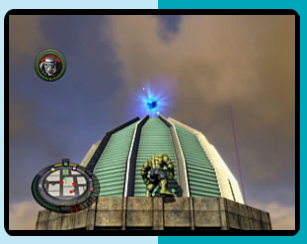
Developer	Edge of Reality
Publisher	Sega
Release date	(us) June 5, 2008
Genre	Action
Mode	1 Player

The Incredible Hulk, based on the 2008 film of the same name, is a 3rd-person open world game that focuses on the Hulk's incredible physical strength. The game allows the user to control Hulk in a large recreation of New York City allowing Hulk to smash cars, buses, lamp posts, and even entire buildings using a combination of jump attacks, charge attacks, and punches. After destroying cars and buildings pick up debris and us it to smash even more. The story mode follows Hulk and Rick Jones on their quest to stop an evil organization called the Enclave, the Army, and to rid Banner of his alter ego, the Hulk.

Standard control configuration uses the left analog stick to move Hulk, the right analog stick to pan the camera 360 degrees around, and the face buttons to perform punches, jumps, and grabs. The game features hundreds of collectible items, some of which unlock bonus art, unlockable special characters, and numerous mini-games.

The game received "mixed" reviews according to Metacritic. Variety gave the game a mixed review and stated: *"To be fair, there isn't a word yet for "post-ultimate" destruction, but the lack of a subtitle is appropriate for this flimsier and less ambitious game that's unlikely to set off a rampage to videogame stores."*





N P

The Incredible Hulk: Ultimate Destruction

8.3

Developer	Radical Entertainment
Publisher	Vivendi Universal Games
Release date	(us) August 23, 2005
Genre	Action-adventure
Mode	1 Player

The Incredible Hulk faces against his greatest adversary - the Abomination - in a free-roaming, open world action adventure.

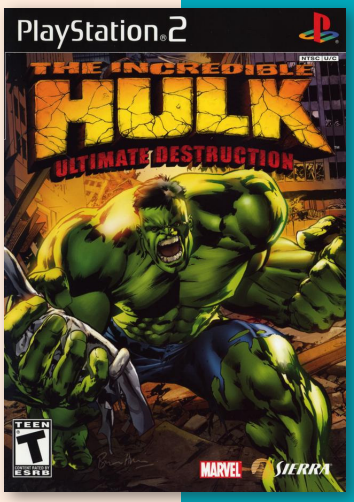
The player controls the Hulk in an open world environment in which the player can visit most locations and interact with the environment while not engaged in missions.

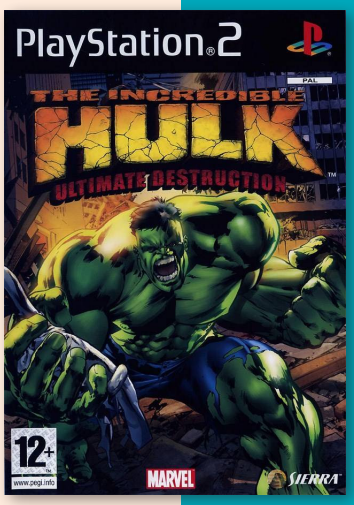
Boasting “Unstoppable Movement” means the Hulk can run across walls and other vertical surfaces, climb any wall by digging his fingers into concrete, leap huge heights and distances all under the player’s control. Hulk’s combat abilities also reflect this increased power; cars and buses are simply smashed out of the way while fully charged attacks will toss vehicles, enemies and unlucky pedestrians into the air. At his most powerful, the Hulk can perform one of five different ultra-powerful Devastator attacks including the Critical Atomic Slam and the Critical Thunderclap. These attacks will clear enemies out for a multi-block radius, flatten entire buildings, and cause massive damage to enemies.

Players are able to unlock different versions of the hulk including Joe Fixit, Grey Hulk, The Abomination, and a version where Bruce doesn’t evolve into the Hulk but still contains it’s rage and powers. Players can also unlock different coloured shorts as well.

The Incredible Hulk: Ultimate Destruction received critical acclaim according to Metacritic. It remains as the most well-received and most popular Hulk standalone video game to date.

GameSpot praised the game’s graphics, sound, boss fights, movements and weapons customization, but criticized the short story, enemy AI and difficulty. IGN enthusiastically praised the game graphics and gameplay, stating, *“The move set makes Spider-Man 2 look like Super Mario Bros. and the boss fights are among the most satisfying this year. Mission variety could have been better, though.”*





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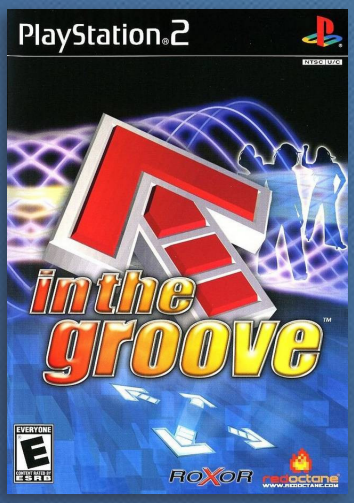

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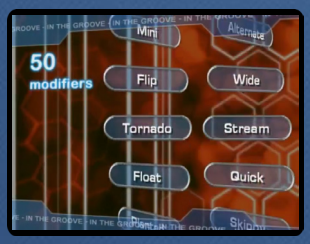
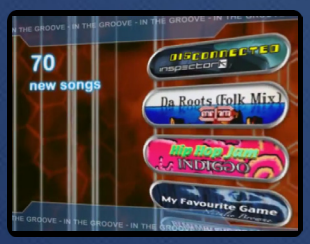
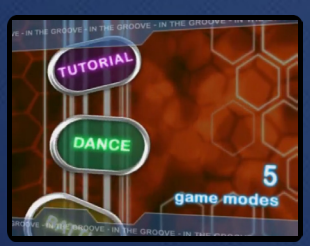






In the Groove

Developer	Roxor Games
Publisher	RedOctane
Release date	(us) June 8, 2005
Genre	Music
Mode	1-2 Players

In the Groove (abbreviated ITG) is a rhythm game published by RedOctane and developed by Roxor Games first released for arcades in 2004.

The game mechanics of In the Groove are similar to Konami's Dance Dance Revolution series. The game involves players moving their feet to a set pattern, stepping in time to the general rhythm or beat of a song. During normal gameplay, arrows scroll upwards from the bottom of the screen and pass over flashing stationary arrows (referred to as the "guide arrows" or "receptors"). Similar to DDR's gameplay, there are 4 flashing stationary arrows. When the scrolling arrows overlap the stationary ones, the player must step on the corresponding arrows on the dance platform. Longer arrows referred to as "holds" must be held down for their entire length for them to count. Successfully hitting the arrows in time with the music increases the amount of health on the life bar, while failure to do so decreases it. If the life bar is fully depleted during gameplay, the player fails the song (unless the fail at end of song setting is on), usually resulting in a game over. Otherwise, the player is taken to the Results Screen, which rates the player's performance with a letter grade and a percentage score, among other statistics.

Stepcharts on In the Groove are a predefined sequence of arrows and other items mapped to the timing of a song, and they vary depending on the song's difficulty. Stepcharts can sometimes contain 3 or 4 arrow combinations (supposed to be hit with hands but usually hit by placing one or two feet between two arrows making them hit both). Stepcharts can also contain Mines. If a player is on an arrow when a mine passes through the step zone for that arrow, it will explode and health on the life bar will be lost.

Modifiers (also referred to as mods) change the display of how arrows and other items in a stepchart work. They include Speed Multipliers (to space out the position of the scrolling arrows so less can be seen at once), Perspective (to change the behavior of how arrows scroll, such as having slower-moving arrows at the top and faster-moving arrows at the bottom), and Note (to change the appearance of how arrows look.

In The Groove offers different modes of gameplay, each with different rules on how songs are selected and played.

Dance Mode is the default mode of play. In this mode, a player chooses a number of individual songs to play (the default is three). After the songs are played, the game is over.

Marathon Mode is an extended mode of play. In this mode, a player chooses a predefined configuration of songs that may also have a predefined set of modifiers in order to make the songs more challenging to play. Marathon courses typically have four songs, although some have five songs.

Battle Mode is a specialized "versus" mode of play. Two players (or one player against the computer) play three individual songs of the same difficulty. During the

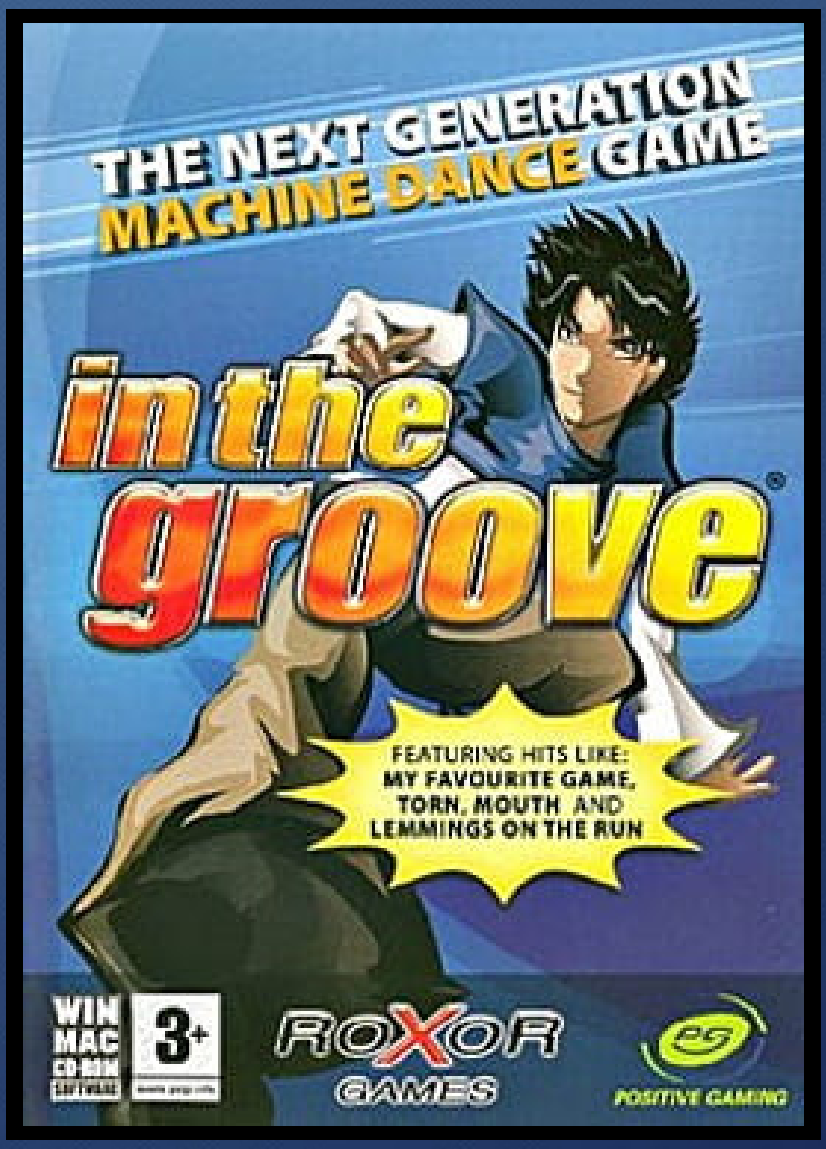
song, successfully executed steps fill up a player's "power bar". When the power bar completely fills, a modifier is applied to the opposing player's side.

A total of 76 songs were available in the arcade and home versions of In the Groove. The PS2 port contains the Novice mode carried over from In the Groove 2, Liquid Moon as a fully playable track, and 4 songs from the sequel.

Konami filed a lawsuit against Roxor Games on an infringement of various rights on May 9, 2005 in the Eastern District of Texas, a district known for its bias for the plaintiff in patent cases. Additionally, they amended their complaint on July 1, 2005, to include the dance game "MC Groovz Dance Craze" (a game produced by Mad Catz to accompany their 3rd party dance mat). Konami primarily claims that Roxor has infringed their dancing game patent rights, but also goes on to claim that the refitting of arcade cabinets *"has been done in an infringing and unfair way"*.

On July 10, 2005, however, Konami amended its complaint to include the In The Groove PS2 game and its publisher RedOctane. On July 25, 2005, Roxor Games filed a counterclaim against Konami. In the counterclaim, Roxor denies the claims in Konami's complaint, stating that 'In The Groove' does not violate patent law and that claiming that Konami has engaged in unfair competition.

However, the lawsuit ultimately ended in a settlement. On October 18, 2006, Roxor announced that Konami had acquired the intellectual property rights to the In the Groove series as part of the settlement to this litigation. The musicians and developers of the game would later go on to create Pump it Up Pro, a spinoff of the Pump it Up series featuring music and features from ITG.



8.0

Inaka Kurashi: Nan no Shima no Monogatari

Best Collection

Super Best Collection

Developer	Polygon Magic
Publisher	Victor Interactive Software, Marvelous
Release date	(jp) September 12, 2002
Genre	Adventure
Mode	1 Player

Inaka Kurashi: Nan no Shima no Monogatari take place on a small peaceful Island in South Japan where a girl is going to live with her grandparents.

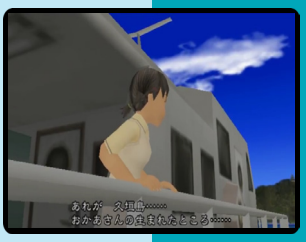
The game is basically an adventure simulation, except the one thing which makes the game a lot more easier for people who bought it and don't speak Japanese is they don t have to actually answer really tough questions or talk to the inhabitants. The game is somewhat linear, so it's filled with set scenarios in which all the talking is done with cut scenes. There are a few moments where players might have to answer a question, such as during the scenario where they are asked whether they want to help their new friend find her dog. Or when the diving instructor asks them if they want to go diving today. But these are basic "Yes" and "No" (Hai and Iie) replies and anyone with a little katakana knowledge can manage. Since it is supposed to be a vacation, the whole premise of the game is to explore and take it easy.

Players start off in the town or village and this is only a small section of the entire island. Later, as the days go by, they will be able to explore the entire island on the bike the grandmother gives them. Everyday, Tomoko wakes up from her bed, talks with her grandmother a little bit, then players are free to go wherever they like. The town is split up into sections that integrate with each other as players move along.

The town has a few main locations which have events happening at the appropriate times such as the beach and the port. Depending on which day the players are on, the event will occur. The people players meet depends on the day as well.

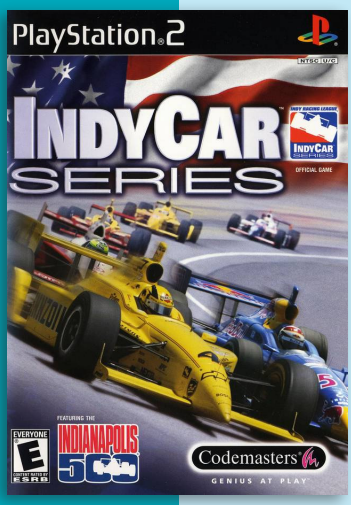
Players are able to walk around for the whole day until sunset, then they must retire home. But, when night falls, they are able to explore the town at night. This is the time where a lot of the souvenirs will appear. Tomoko's bedroom has a drawer where there are 12 blank photos with question marks on them. When players find an item, it appears in photo where it gives a short explanation of it.

"by: MerylS@ps2fantasy.com"



IndyCar Series

6.9



Developer	Brain in a Jar
Publisher	Codemasters
Release date	(us) May 21, 2003
Genre	Racing
Mode	1-2 Players

IndyCar Series is the official game of the 2002 Indy Racing League season, including the world-famous Indianapolis 500. It's a fast-paced racing sim with up to 33 cars racing on track at a time, at speeds well over 220 mph. The game features commentary by Bob Jenkins, and a Masterclass training mode taught by Indy 500 winner Eddie Cheever Jr.

The game received mixed critical reception. Eurogamer's Roman Jennings gave it a 7/10, saying, *"If we were to recommend an open-wheel racing game to somebody, it wouldn't be this. It would be Formula One 2003. If we were to recommend an arcade racer to somebody, it wouldn't be this. It would be Burnout 2. However, if we were to recommend a well-made racing sim to a real fan of the genre, then IndyCar Series would get a mention."*

N P

IndyCar Series 2005

6.5

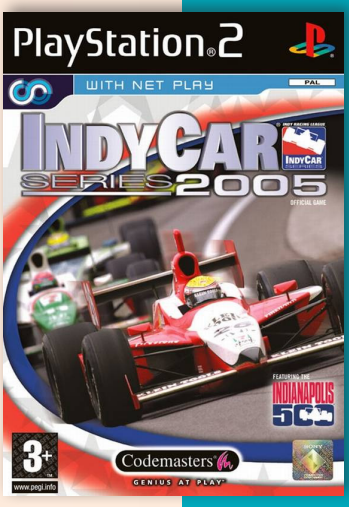
P

Developer	Codemasters
Publisher	Codemasters
Release date	(eu) June 24, 2004
Genre	Racing
Mode	1-4 (8) Players

Following in the footsteps of the previous game, IndyCar Series 2005 once again puts players inside the world of high-speed racing.

Players can choose Quick Race to get straight onto the speedway, IndyCar Series to race the entire Indy circuit, or Indy 500 to experience the thrills of the Indianapolis 500 from qualifying to race day.

The game includes 4 skill levels (Easy, Normal, Pro and Custom), 15 race tracks, a long list of famous professional drivers to choose from, garage tweaking and tuning, driver profile customization, and the "Masterclass Course" tutorial. The "Trading Card Album" contains the unlockables attained by accomplishing certain feats in the game, such as finishing a race in its entirety.



6.5

Indiana Jones and the Emperor's Tomb

N P

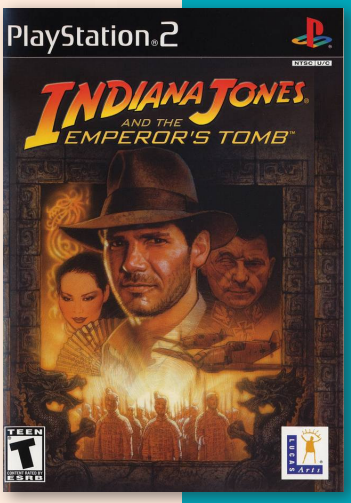
Developer	LucasArts
Publisher	LucasArts, (eu) Activision
Release date	(us) June 26, 2003
Genre	Action-adventure
Mode	1 Player

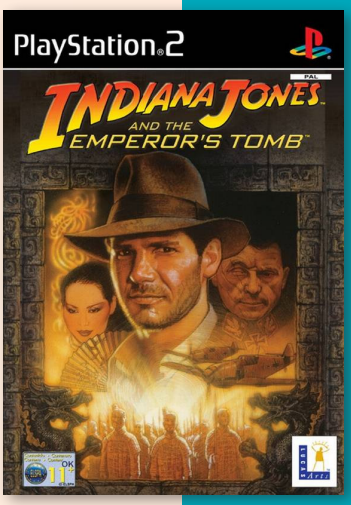
The game is an adventure of archeologist Indiana Jones. The story takes place in 1935, between the events of Indiana Jones and the Shrine of the Sea Devil and Indiana Jones and the Temple of Doom. The tomb mentioned in the title is that of China's first Emperor Qin Shi Huang.

The player controls Indiana Jones throughout the game. The player can make Jones climb up walls by running into them, and climb vines. Jones can block some attacks. He can grab enemies and punch them or throw them off ledges and catwalks. Jones can use his whip to go on zip-lines, or swing across gaps. He can jump and shimmy along edges.

The game's score was composed by Clint Bajakian, utilizing "The Raiders March" by John Williams. Thirty-three minutes of music were recorded by a 65-piece orchestra at the Bastyr University Chapel. Additional, synthesized music - mostly in the realm of softer, non-action music - was created by Bajakian. Samples of the score were for a time available for download on the game website.

On Metacritic, the game holds a score of 65, indicating "Mixed or average reviews."





5.5

Itsuka, Todoku, Ano Sora ni

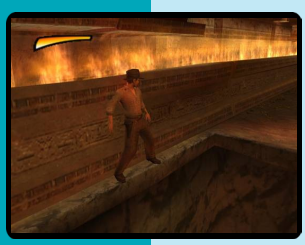
J

Developer	Russel
Publisher	Russel
Release date	(jp) October 25, 2007
Genre	Visual novel
Mode	1 Player

Itsuka Todoku Ano Sora ni is set in a town Kuumeishi where the "clouds" are covering the nightsky, even covering the starlight. The game center around Saku, who was born and raised in the noble Tatsumi family. He has failed to meet the expectations that lie on every male member of the family. One day, he receives word from his grandfather "to live life the way he wishes." Estranged by his family, Saku travels to the town without stars.

Indiana Jones and the Staff of Kings

6.5



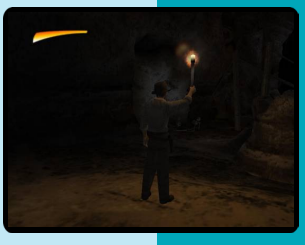
Developer	Artificial Mind and Movement
Publisher	LucasArts, (eu) Activision
Release date	(us) June 9, 2009
Genre	Action-adventure
Mode	1 Player

Indiana Jones and the Staff of Kings is the third in the series of original 3D Indiana Jones games, preceded by Indiana Jones and the Emperor's Tomb, and Indiana Jones and the Infernal Machine.

Set in 1939, Indy's adventures take him across the globe through areas such as San Francisco, Istanbul, Odin and Panama, and he races against time to find the religious artifact before the Nazis do.

The game features highly interactive backgrounds (called "Hot Sets") that allow Indiana Jones to utilize a large number of items and environments that are used to subdue his foes. In addition to his whip, Indy can use his revolver to take out foes in an arcade style shooting mode, and ride vehicles or animals in certain action sequences. Quick Time Events also make up certain action and chase moments, requiring quick timing to get through perilous situations. Multi-player modes are also available, allowing players to re-enact scenes from the movies, or battle against each other.

The game was announced in 2005. In a July 2008 interview with DailyGame, a LucasArts representative dismissed rumours of the game's cancellation, stating that it was "very deep into development". The game was initially intended to target the PlayStation 3 and Xbox 360, leveraging their power to display more advanced graphics while using the same engine as the high-definition versions of Star Wars: The Force Unleashed, but was later switched to lower-end consoles and handhelds. The game's story was inspired by Raiders of the Lost Ark and is a collaborative effort of the design and management teams at LucasArts, with one of the writers being Peter Hirschmann. It was created a few years before the release and received some input from George Lucas and Steven Spielberg.



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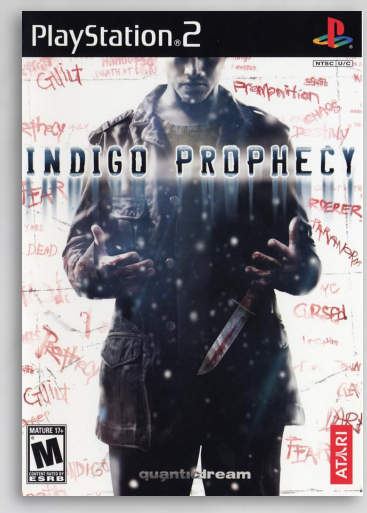


J N P

Indigo Prophecy

Developer	Quantic Dream
Publisher	Atari
Release date	(eu) September 16, 2005
Genre	Action-adventure
Mode	1 Player

Fahrenheit is a paranormal thriller, in which New York City experiences a series of mysterious murders that follow the same pattern; ordinary people become possessed and kill strangers in public. The main characters of the story must uncover the supernatural forces behind these crimes.

The game eschew most of the traditional methods of control, making minimal use of the face buttons on the controller, instead using the twin analog sticks for almost all player actions. The left stick controls movement of the character, while the right is used for context-sensitive actions. For instance, when Lucas, one of the protagonists, approaches his table at the diner in the opening scene, pressing the stick in one direction may cause him to take a seat, another makes him examine his bill, and a third lets him pick up his drink and take a sip. The available options are displayed with simple diagrams at the top of the screen. More complex motions, such as climbing a fence or spinning a yo-yo "around the world" fashion, require controller motions designed to replicate the actual action being undertaken by the character. During the tutorial of the game, David Cage instructs the player to move the thumbstick slowly when opening a door, to maximize immersion, making it clear the prevalent use of thumbsticks in the game was intended to increase immersion. On the rare occasions in which the face buttons are used, the buttons never directly control character actions; rather, the buttons are used to interact with menus and the user interface, such as changing between characters, navigating menus in computer systems, and displaying the "mental health" of the character.

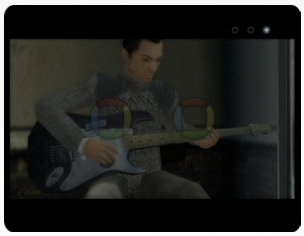
A major component of the game is made up of large action set pieces, which are completely scripted, but which require reflexes to complete. During these scenes, two circular diagrams with colored segments (resembling the electronic Simon game) are superimposed over the full motion video, each one corresponding to one of the analog sticks. The diagrams depict sequences of control inputs, which the player must mimic in order to maneuver the character out of danger, similar to the gameplay of Dragon's Lair or the quick time event sequences in Shenmue. These action events are the points in which the game story may fork, choosing different options will result in different outcomes. Eventually, however, the stories will reconvene, as many dialogue trees do. The game also requires feats of endurance, involving the alternate pressing of the left and right shoulder buttons as rapidly as possible. These left and right trigger sequences are generally used to evoke (and cause) physical exertion, and occur during such gameplay events as characters weightlifting or trying to force something open.

The player is placed in control of, at different times, Lucas Kane, NYPD officers Lieutenant Carla Valenti and Sergeant Tyler Miles, and occasionally, Fr. Markus Kane, Lucas's brother. The game provides each character with a "Mental Health" meter, which rang-

es from full ("Neutral") to empty ("Wrecked"), and which represents the character's mental stability. Many of the game's events (such as the opening, where Lucas discovers he has just murdered a total stranger for no apparent reason) subtract points from the meter, but everyday or habitual activities (such as eating, urinating or receiving good news) will add points, as will scenarios in which the character makes a revealing discovery or action that helps him or her in some substantial way. An empty Sanity meter leads to an end depending on the character and level, like a suicide or mental breakdown, and subsequently a Game Over.

Finally, a conversation system is also implemented into the game, with the right analog stick used to choose dialog options in much the same way as it is used to control actions. When conversing with certain NPCs, there is often a "Suspicion" meter, which is affected by the player's choices, indicating how suspicious the character Lucas is conversing with is becoming, e.g. failing to give convincing answers when being interrogated by police. In these situations, if the player does not make a choice within the allotted time limit, the game will make a default choice for him, or else the conversation is abruptly ended. It is impossible to leave a conversation without the minimum amount of information necessary for the characters to progress in the game, and if one continually strays too far from the topic's intended resolution, the game will automatically direct the conversation back.

The game has a plot built around manifold branchings and multiple options. The creators describe the plot as "elastic," capable of much stretching to accommodate the player's choices and decisions across all three characters, although it still follows a set over-riding plot thread. For instance, in the opening scene, the player is placed in control of Lucas and left to deal with the aftermath of the murder. The player's choices, such as what to hide, what to leave alone and how to escape the diner, determine what clues Carla and Tyler find when they arrive to investigate, and how well the patrons recall Lucas, and thus the ease with which the police later discover his identity.



It took designer David Cage a year to write the full game-design document. The final script was about 2,000 pages long. The game's use of multiple views was inspired by the TV series 24. This created a considerable technical challenge to implement successfully due to the limitations of the PlayStation 2's memory. A team of nearly 80 people worked on the title for about two years. Simultaneous development took place on three platforms (PS2, Xbox and PC.) The game's storyline was inspired by the films Snake Eyes, Seven, Fight Club, Dune, Jacob's Ladder and Angel Heart.

Impressed by his previous work on soundtracks for David Lynch films, especially Lost Highway, David Cage decided to enlist film composer Angelo Badalamenti for the project. Cage did not want the soundtrack to be composed of generic orchestral pieces in the vein of John Williams or Carmina Burana, but instead be more emotional and atmospheric, something that he felt Badalamenti achieved. Further licensed pieces of music used in the game included Theory of a Deadman's "Santa Monica", "No Surprise", "Say Goodbye" and "No Way Out"; Teddy Pendergrass's "Love T.K.O."; Ben E. King's "Street Tough"; Patrice Rushen's "Hang It Up"; Bobby Byrd's "Try It Again"; Leee John's "Just An Illusion"; Nina Simone's "No Good Man"; and Martina Topley-Bird's "Sandpaper Kisses".

The title of Fahrenheit was changed to Indigo Prophecy in the United States and Canada. The change was made to avoid confusion with the film Fahrenheit 9/11, which was released in 2004. As games rated "Adults Only" by the ESRB cannot be released on consoles, the game was censored in order to meet the "Mature" rating; most of the scenes depicting sex (one of which is interactive) and other adult content were removed from the North American versions. An exception is the final sex scene between Carla and Lucas, which was not completely cut from the game due to its important role in the story, but was shortened by removing the more graphic shots and most of the visible nudity. Though one shot of nudity remains, in the edited version the angle that should have revealed Carla's fully naked breasts, the nipples were removed from her model skin, giving the appearance that the nipples were merely obscured from view, and thus avoiding any identifiable depictions of frontal female nudity.

Fahrenheit's sales surpassed 700,000 units by February 2008, and 1 million copies by 2015. It received "generally favorable reviews", according to Metacritic.

According to GameSpot, *"Fahrenheit gives the term 'cinematic gameplay' some context, as well as some real heartfelt meaning. But where the game truly shines is in its story, which is a deep, captivating, and sometimes disturbing tale."* The game's music was another well received aspect of the game, receiving praise from IGN. Eurogamer noted that there were some control and camera issues, but nevertheless said it was *"probably the most enjoyable, forward-looking and thoughtful piece of videogaming we've played in this or in any year. We never thought we'd say this, but it's a real step forward for the adventure game genre."* John Davison of Computer Gaming World summarized it as *"a tremendous rebirth for a very stagnant genre"* and *"the triumphant return of the interactive movie."*

Fahrenheit was named the best adventure game of 2005 by Computer Games Magazine, GameSpot, GameSpy and PC Gamer US, and the year's best computer adventure game by IGN. PC Gamer's Logan Decker wrote, *"In an otherwise disappointing year for adventures, Indigo Prophecy pushed the boundaries of a genre that's too often static and traditional."* Fahrenheit also received GameSpot's "Best Story" special award, and finalist positions in the site's "Best Original Music", "Best Voice Acting", "Most Innovative Game" and "Best Original Game Mechanic" categories. In 2008, Fahrenheit was ranked tenth on Game Informer's list of the top ten video game openings.

In 2011, Adventure Gamers named Fahrenheit the 57th-best adventure game ever released.

On January 29, 2015 Fahrenheit: Indigo Prophecy Remastered was released for Windows, Linux, OS X, Android and iOS. It was developed by Aspyr. The remaster features higher texture resolution, controller support on PC platforms, and is based on the uncensored version of the game. It was released on the PlayStation 4 via PlayStation Network on August 9, 2016. Despite being based on the uncensored version, the ESRB gave the remastered version a "Mature" rating rather than "Adults Only" (as was the case with the original uncut release).

Initial D Special Stage

8.3

J

Developer	Sega Rosso
Publisher	Sega
Release date	(jp) June 26, 2003
Genre	Racing
Mode	1 Player

Initial D: Special Stage is an enhanced port of the arcade game Intial D : Arcade Stage (ver2).

There are two modes present in the game. The “Arcade Mode”, as its name suggests, is a direct port of the arcade game, where the player chooses a car from a list of Japan’s most famous drift machines, and hits the streets challenging characters out of the manga. The objective here is to simply beat every one of the characters to become the number one driver. As players go along, they collect points, which can be used to upgrade the car.

The second mode, “Story Mode”, allows the player to control Takumi, the protagonist of the series. In this mode, there are a number of missions the player must complete. These missions are modelled after the events of the manga and anime series.

Initial D: Takahashi Ryosuke no Typing Saisoku Riron

6.5

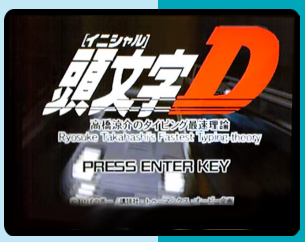
Developer	SunSoft
Publisher	SunSoft
Release date	(jp) October 4, 2001
Genre	Action
Mode	1 Player

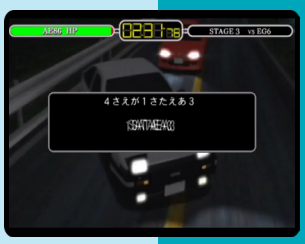
Initial D - Takahashi Ryosuke no Typing Saisoku Riron (Initial D - Ryosuke Takahashi’s Fastest Typing-theory) is a typing training game with two game modes:

Practice Mode: Here the player can practice his typing.

Battle Mode: Compete againts rivals in 5 different stages.

The gameplay is similiar to other games in this genre. Players must type out words or phrases to advance in the game. The required word, sentence or phrase is displayed in a box that appears on screen. The phrases’ length and complexity increase as the game progresses. The player can check the records in the time menu option and the game features 3 different difficulty levels: Professional, Standard & Easy.

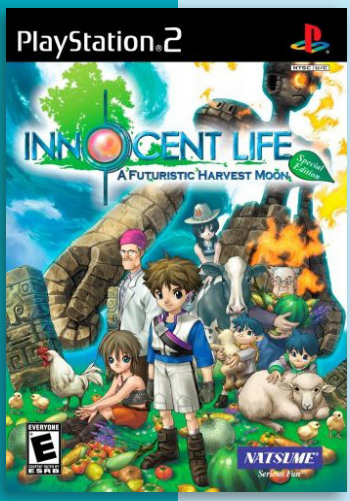


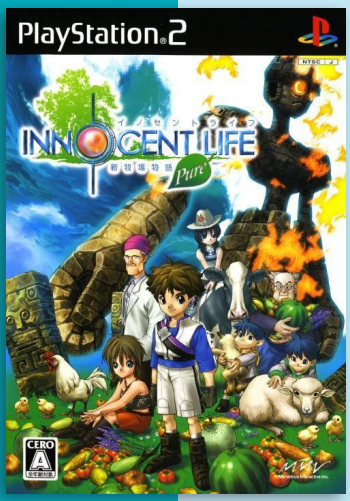


J

Innocent Life: A Futuristic Harvest Moon (Special Edition)

6.3





J N

Developer	ArtePiazza
Publisher	Marvelous Entertainment, (us) Natsume, SCEA
Release date	(jp) March 29, 2007
Genre	Simulation, Role-playing
Mode	1 Player

Innocent Life: A Futuristic Harvest Moon is a spin-off title first released for the PSP. Apart from minor changes, the PS2 Special Edition is essentially a port of the original.

The game is the first and only Harvest Moon game set in the future, away from the traditional rural setting and aspects of previous titles. It is one of a few Harvest Moon games which the Player character cannot marry.

The game takes place on the relic-filled Heartflame Island which can be explored by walking or riding on a buggy. Players have the ability to explore the island's ruins and even visit a volcano. All these areas have their own terrain and resembles a tropical paradise. Aside from growing plants and raising livestock, the player has weekly requests from Volcano Town for help with a job.

The game features a new art style that steps away from the traditional style of the previous Harvest Moon games. It focus more on solving a main storyline like traditional RPGs, rather than concentrating on farm works. The concept used in Innocent Life would be continued on the Rune Factory series, which also involved ARPG battles.

Itadaki Street 3

6.0

J

Developer	Crea-Tech
Publisher	Enix Corporation
Release date	(jp) February 28, 2002
Genre	Board
Mode	1-4 Players

Itadaki Street 3 is, despite what the name might suggest, the fourth title in the long-running series. In this Monopoly-inspired digital board game, players take turns moving around the board, which is divided into districts made up of multiple properties. There are also other types of spaces around the board: chance spaces let players draw a card with a random effect, transport spaces move them to distant locations.

7.4

P

Inspector Gadget: Mad Robots Invasion

Developer	Silmarils
Publisher	LSP
Release date	(eu) 2003
Genre	Action-platformer
Mode	1 Player

Inspector Gadget: Mad Robots Invasion is a 3D platform game that is played from a mostly side view perspective. Dr. Claw is once again attempting to take over the world, this time with advanced robots. Penny and her dog Brain are kidnaped to distract Inspector Gadget.

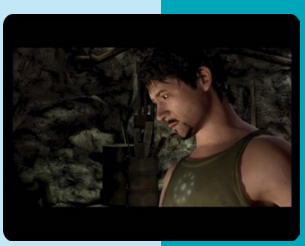
Gameplay includes platforming and defeating various enemies including Dr. Claws robots and underlings. Sometimes objects like crates can be moved and extra health can be picked up. Inspector Gadget can use a helicopter and extendable legs gadgets to overcome obstacles. The game offers five levels each with their own boss.

4.7

N P

Iron Man

Developer	Artificial Mind and Movement
Publisher	Sega
Release date	(us) May 2, 2008
Genre	Action
Mode	1 Player



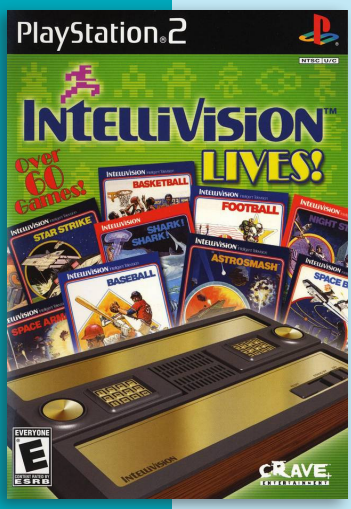
Mostly based on the 2008 movie Iron Man, this videogame of the one-man-army hero has been released for seven different platforms.

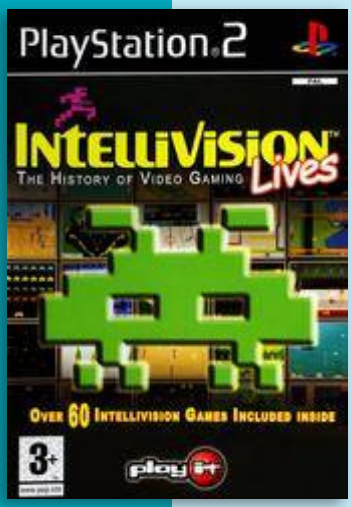
The games take the movie story further, giving the player the chance to go through more than 12 different missions and even fight villains that do not appear on the movie, like Whiplash and Titanium Man. All this is shown through cinematics between every mission and use the voices of actors of the movie like Robert Downey Jr. and Terrence Howard.

By foot or by air, with the first armor at the beginning and in the characteristic red and gold suit later, using range weapons or melee attacks, the game features Stark fighting with armies of soldiers, tanks, helicopters, canons, etc. with the help of an array of upgradeable weapons like missiles, micro-grenades, repulsive shots, a flame thrower and the powerful “Unibeam”. Both the weapons and the suit are upgradeable, and there are many special armors from the comics to unlock.

Intellivision Lives!

6.4





Developer	Realtime Associates
Publisher	Crave, (eu) Play It!
Release date	(eu) September 24, 2004
Genre	Compilation
Mode	1-6 Players

Intellivision Lives! is a compilation of over 60 Intellivision video games, originally produced by Mattel Electronics or INTV Corporation between 1978 and 1990.

Some games could not be included due to licensing (e.g. Tron, Lock 'N' Chase, BurgerTime, Loco-Motion, Mission-X, Masters of the Universe, Pac-Man, Dig Dug, Diner, Pole Position, Commando). Others such as Advanced Dungeons & Dragons and Treasure of Tarmin are working prototype versions to avoid trademarked names. Licenses such as Major League Baseball, NFL, NBA, NHL, NASL, PGA, US Ski Team, PBA, the Electric Company were simply dropped from the titles. Also included were games never before released and made available for the very first time such as King of the Mountain, Brickout, and Takeover.

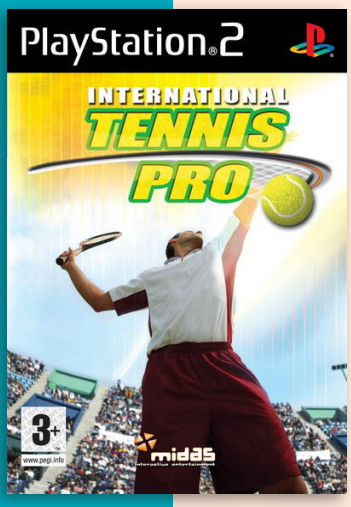
In addition to the games, the Crave Entertainment editions, have several unlockables such as the classic Intellivision commercials.

The games are accessed from a 3D "overworld" set in a circa 1980s pizza parlor; an inaccurate representation as the Intellivision games were originally designed for a home console. Some games require two controllers, even to play single player.

N P

International Tennis Pro

7.5



Developer	Aqua Pacific
Publisher	Midas Interactive Entertainment
Release date	(eu) March 9, 2007
Genre	Sports
Mode	1-2 (4) Players

International Tennis Pro feature different singles and doubles tournaments and multiplayer game modes.

Game modes include; 'Quick Match' game modes across men's and women's singles and doubles games. Multiplayer support across all modes for 1-4 players. In World Tour mode players compete in tournaments. Players can alos create their own character with the player editor.

P

International Cue Club 2

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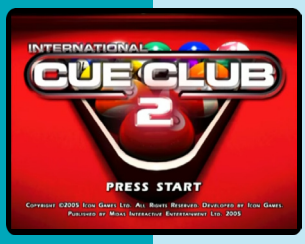
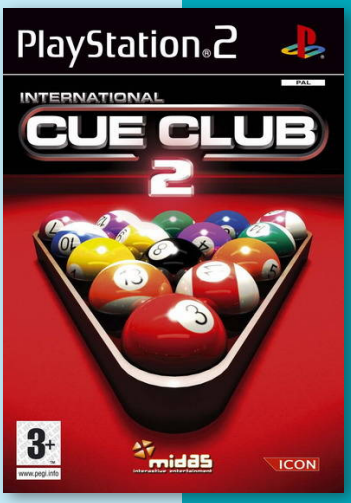


Developer	Midas Interactive Entertainment
Publisher	Midas Interactive Entertainment
Release date	(eu) September 2, 2005
Genre	Sports
Mode	1-8 Players

International Cue Club 2 is a pool game. Players start with a 50 dollar bill and have to hustle their way to more cash. The game feature 10 different locations and over 40 different opponents. It feature multible variations, including 9-ball, 8-ball, Rotation, 6-ball, 10-ball, 15-ball and Straight Pool.



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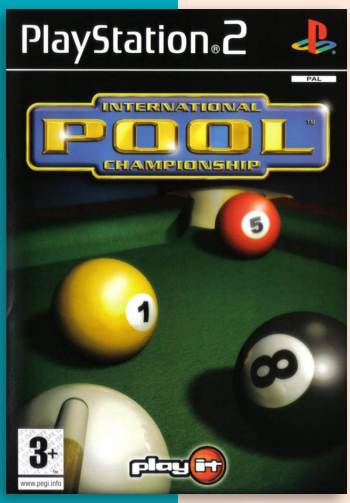
International Pool Championship

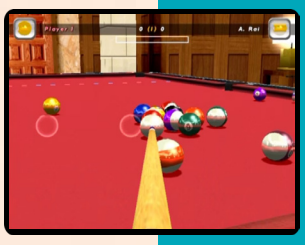
5.6



Developer	Play It!
Publisher	Play It!
Release date	(eu) November 28, 2003
Genre	Sports
Mode	1-2 Players

International Pool Championship is a snooker game where players try to ultimately win the game by potting balls for points.

The game feature different game modes from novice through to pro style pool tournament tables. Skill levels goes from Rookie through Pro to Championship level.



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International Golf Pro

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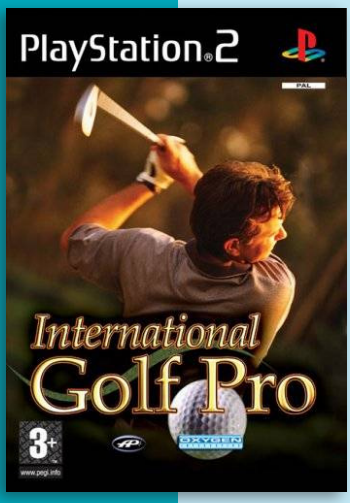
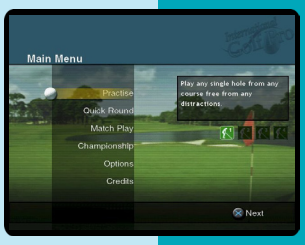
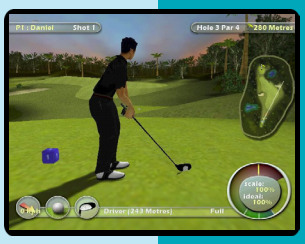


Developer	Aqua Pacific
Publisher	Oxygen Interactive
Release date	(eu) April 8, 2004
Genre	Sports
Mode	1-4 Players

International Golf Pro include a tournament over 3 different courses - England, Morocco and California, each with 18 holes. There are 3 Different modes of play - Quick Round, Match Play, or Championship mode on top of the Practice Mode. The game has a small selection of semi-famous golfing personalities. It uses the standard Swingometer for the golf swings, where the power and hook/slice is set by players timing and reaction.





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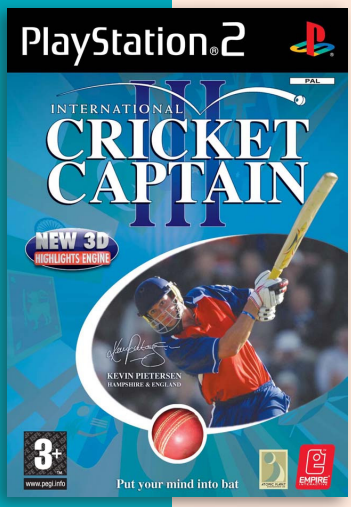
International Cricket Captain III

5.8



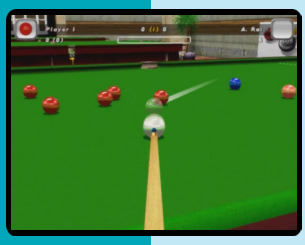
Developer	Empire Interactive
Publisher	Empire Interactive
Release date	(eu) November 16, 2007
Genre	Sports
Mode	1-2 Players

International Cricket Captain III is a sports management game. Players need to manage their team of bowlers and batters as they compete in big international matches. The game features different statistics and action replays.

P

International Snooker Championship

3.0



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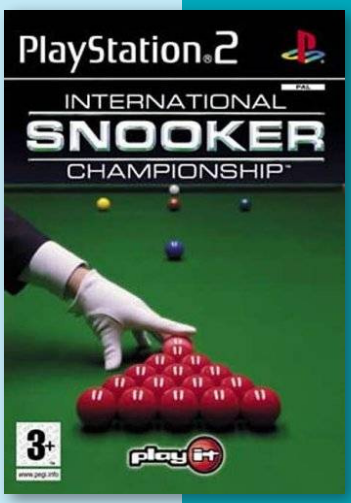
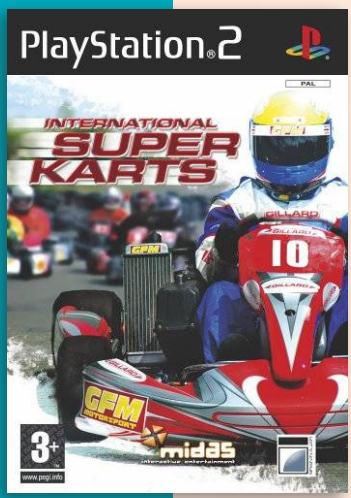
Developer	Play It!
Publisher	Play It!
Release date	(eu) January 16, 2004
Genre	Sports
Mode	1-2 Players

International Snooker Championship is a pool game for the PlayStation 2. Players can choose between knockout or leagues. The game feature different TV style camera angles and different difficulty modes from Beginner through Pro to Championship level. Players can play head to head in the competitive 2 player mode, or against the clock.



International Super Karts

6.9



Developer	Brain in a Jar
Publisher	Midas Interactive Entertainment
Release date	(eu) September 2, 2005
Genre	Racing
Mode	1-2 Players

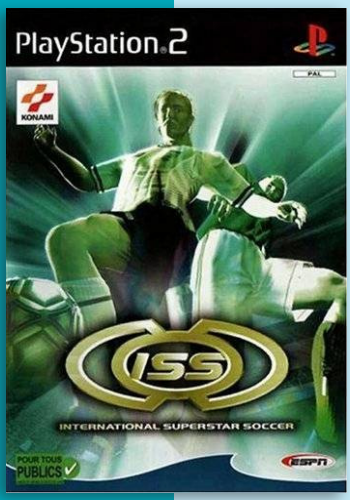
International Super Karts feature 3 different kart classes, from highspeed commercial karts to 250cc super karts. The game also feature two player split screen multi-player mode.

Players can race 10 different outdoor international venues against opponents. Game modes include; Championships, Exhibition Races and Challenges. Players can also unlock extra karts on their way to claiming the Karting crown.

P

International Superstar Soccer

6.6



J P

Developer	Konami
Publisher	Konami
Release date	(jp) August 3, 2000
Genre	Sports
Mode	1-2 (4) Players

International Superstar Soccer, released as Jikkyou World Soccer 2000 in Japan, is a game for one or two players, or up to four players with multitap. It was developed by the same team who did the N64 games.

The six main game modes are represented on the main menu by pentagonal facets on a stylised football, they are:

Open Play: Here the player can select any of the A Teams (22 players) or Under 23 teams (18 players) and play a single match in a stadium of their choosing. These matches can be player vs player, player vs cpu or cpu vs cpu. For each team the game's difficulty, and the motivation of the team, goalkeeper etc can be customised

World League: Again using any of the A teams or Under 19 teams the player takes part in a round robin league to become world champion. The league can have as few as four or as many as thirty two teams in it, and the tournament can be a single match or a two match round robin affair.

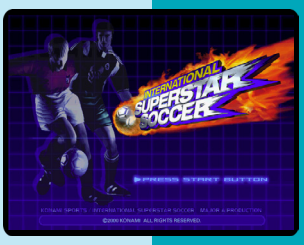
The International Cup: This is played between sixty four A teams which are divided into sixteen groups of four for the preliminary round. The top thirty two teams then take part in the Group League with the top sixteen taking part in the Final Tournament

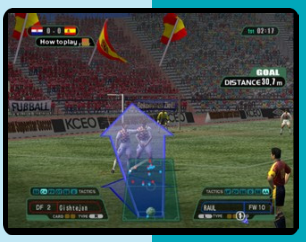
The Under 23 International Cup: This is played between thirty two teams which are divided into eight groups of four for the preliminary round.

P.K.: This is a penalty kick shootout competition

Scenario Mode: Ten situations most of which involve trying to win a match, or avoid losing, in the last few minutes of the game. each can be played with up to five difficulty settings

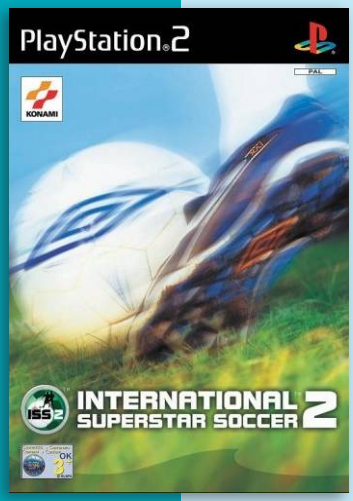
Under 23 League: Players can train and edit their teams, change the formations and tactics before the match. During the match they can adjust camera angles, make substitutions and tactical changes, adjust the game speed and so on. The main game element though is controlling the players, making searching passes and scoring goals.





International Superstar Soccer 2

8.0



Developer	Konami
Publisher	Konami
Release date	(eu) May 17, 2002
Genre	Sports
Mode	1-2 (4) Players

Unlike other soccer games by Konami ISS2 only features international teams. Goals could come from a variety of sources; crosses, corners, penalties, free kicks, passing plays, solo runs, lobbed efforts and long range drives. The game continued the trend of having player's with different attributes, both visually and with regards to their style on the pitch; pacey wingers out wide, large target men up front, shorter centre forwards trying to cause problems for defenders with their skill running on the ball.

On release, Famitsu magazine scored the game a 33 out of 40. GamersHell gave it 7.7 out of 10, criticizing the games' manual.

P

International Superstar Soccer 3

7.2

P

Developer	KCEO
Publisher	Konami
Release date	(eu) March 28, 2003
Genre	Sports
Mode	1-2 (4) Players

This is the last installment to the discontinued Konami's ISS series, the arcade-oriented brother of the PES/WE saga. In ISS 3 players can choose from Friendly mode, International Cup, Custom League, World League or Training mode, where they will take part with the best national teams. Players will also count with a points system, where for every match they win they will accumulate points that later can be given away in exchange for extra moves, extra modes or stadiums. There's also a Mission mode, which is quite similar to the Scenario mode previously seen in the earlier ISS games. The game itself has many arcade components, as the possibility to execute spectacular dribblings adorned with flashes and lights or the fact that you can't usually make poor directed shots. The players will also look like their counterparts in real life.

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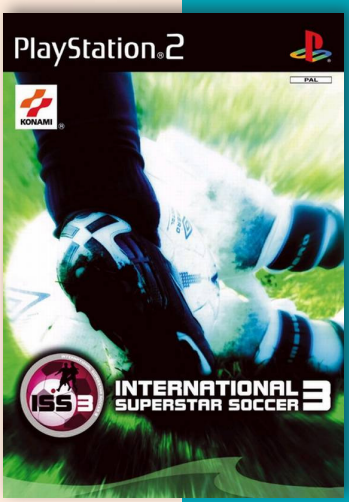
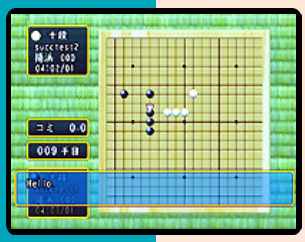
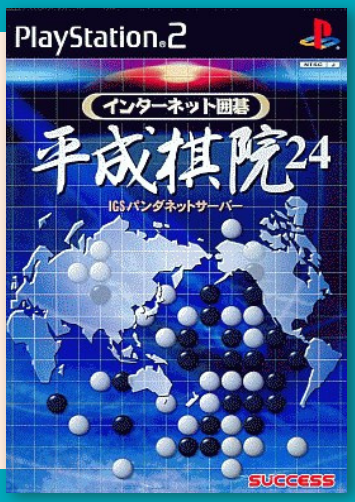


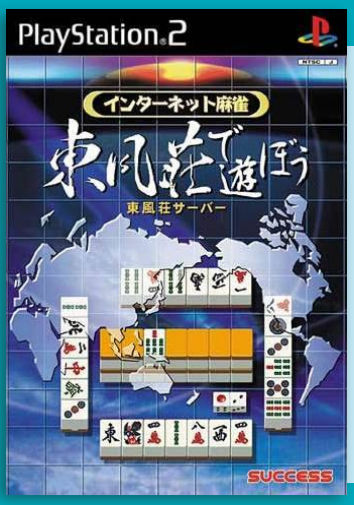
Internet Igo



Developer	Success
Publisher	Success
Release date	(jp) June 13, 2002
Genre	Board
Mode	1-2 Players

The game let players play igo against other players over the internet.



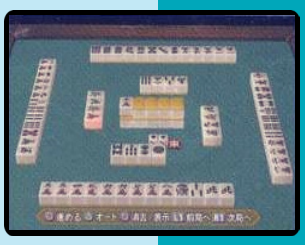


Internet Mahjong

8.0

Developer	Success
Publisher	Success
Release date	(jp) June 13, 2002
Genre	Board
Mode	1 Player

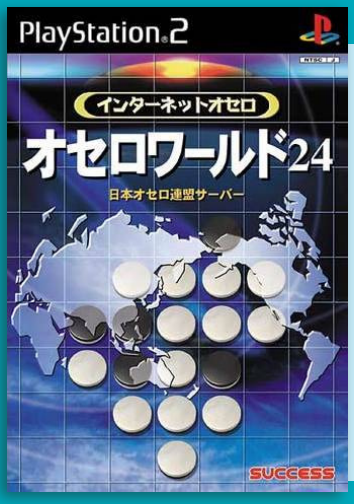
The game let players play mahjong against other players over the internet.



Internet Omakase Romu

Genre	Miscellaneous
Mode	1 Player

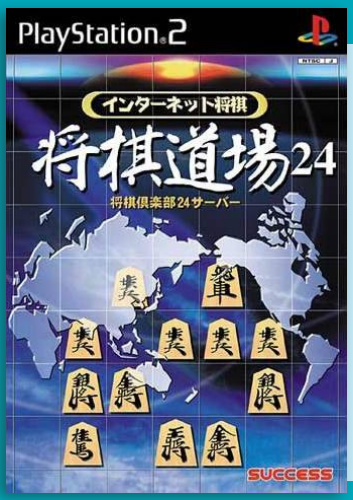
This is a Internet browsing software for PS2 that supports the VIAGGIO ME56PS2 series of modems.



Internet Othello

Developer	Success
Publisher	Success
Release date	(jp) June 13, 2002
Genre	Board
Mode	1-2 Players

In Othello World 24 Japan Othello Federation Official Server, players could play against player opponent on the internet. The PlayStation 2 version could also link players with PC users.



Internet Shogi

Developer	Success
Publisher	Success
Release date	(jp) June 13, 2002
Genre	Board
Mode	1-2 Players

The game let players play shogi against other players over the internet.

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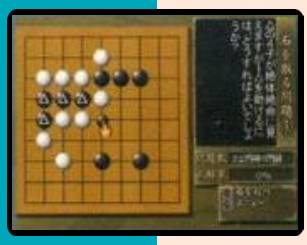

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Ishikura Noboru no Igo Kouza: Nyuumonhen

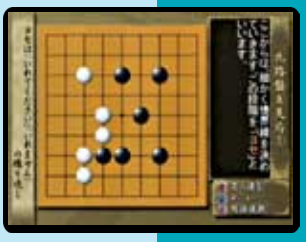
Developer	Unbalance
Publisher	Unbalance
Release date	(jp) September 25, 2003
Genre	Board
Mode	1-2 Players

Ishikura Noboru's Go course # Introduction is a Go game aimed at beginners of the board game.

Ishikura Noboru no Igo Kouza: Joukyuuhen

Developer	Unbalance
Publisher	Unbalance
Release date	(jp) January 15, 2004
Genre	Board
Mode	1 Player

Ishikura Noboru Kozue's Go Course Advanced is aimed at more advanced players in the game of Go.



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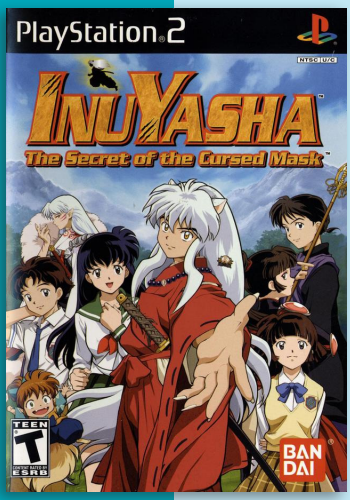
J

Ishikura Noboru no Igo Kouza: Chuukyuuhen

Developer	Unbalance
Publisher	Unbalance
Release date	(jp) October 23, 2003
Genre	Board
Mode	1 Player

Ishikura Noboru Kuroki's go is aimed at players who want to improve their skill game.

5.1



Bandai the Best

Inuyasha
The Secret of the Cursed Mask

Developer	Kamui
Publisher	Bandai
Release date	(jp) March 18, 2004
Genre	Role-playing
Mode	1 Player

Inuyasha: The Secret of the Cursed Mask is a role-playing game based on the manga and anime series Inuyasha. The player is able to choose to play as a female named Kaname Kururugi or as a male called Michiru Kururugi. Regardless of the chosen gender, the character is referred to using the last name Kururugi. However, in the North American release, the character is referred to using his/her first name (any sentences containing the player's name has no voiceover).

The two scenarios are very similar and basically follow the same story: the player character live in modern-day Tokyo and one day discover a strange symbol in an old storehouse. As a result, the players are transported to medieval Japan. They encounter the half-demon Inuyasha, who introduces them to Kagome Higurashi, the heroine of the anime series. Together players embark on a journey to retrieve scattered pieces of the Sacred Jewel and to find a way to get back home.

The chosen gender of the main character has several subtle but interesting changes on the overall flow of the game. While the core plot remains the same regardless of Kururugi being a boy or girl, the later character responses, interval events, and battle abilities can change dramatically depending upon whether Kururugi is male or female. For example, when the female Kururugi first encounters Miroku in the game, the lecherous monk greets her with his typical, "Would you bear my child?" The male Kururugi, naturally, gets no such offer.

What choices are made on the part of the player to interact with the InuYasha universe will also influence the strength of partnerships in battle and result in different character-centric anime sequences at the end of the game.

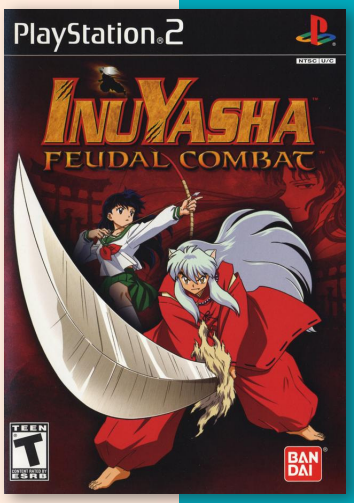
Every so often, players will receive an opportunity to "rest up" the InuYasha gang before setting off for a new location. If the player opts to take these breaks, short interval scenes will occur in which the main character can interact one-on-one with a member of the group.

Inuyasha: Feudal Combat

5.2

J N

Developer	Eighting
Publisher	Bandai
Release date	(jp) June 16, 2005
Genre	Fighting
Mode	1-2 Players



Inuyasha: Feudal Combat is a 3D fighting game based on the Inuyasha manga and anime series. Up to four characters, two per team, may be present at once in a battle, however, two player characters cannot be on the same team. Both the player and opponent may each select another character as their partner. There are four modes of gameplay, including Story, Mission, Battle, and Practice modes.

When the Spirit Gauge is full, a special Finishing Move can be performed. Each character's basic Finishing Move can be activated by pressing and holding the circle button. But when a character is fighting alongside a partner and the duo reaches Great affinity, pressing circle will trigger a combined Finishing Move, a combined team attack between the two characters.

Four different formations (the different ways the player's partner can assist the player) can be selected during the battle: Wind formation (partner mimics the actions of the player), Forest formation (the player and the partner are always targeted on different opponents), Mountain formation (partner stays between the player and opponent and blocks enemy attacks) or Fire formation (both player and partner focus on the same opponent and attack continuously).

Island Xtreme Stunts

6.3

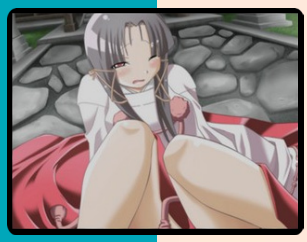
Developer	Silicon Dreams
Publisher	Electronic Arts
Release date	(us) September 22, 2002
Genre	Action
Mode	1 Player

N P

Island Xtreme Stunts is an action-adventure game, and the sequel to Lego Island 2: The Brickster's Revenge, making it the third game in the Lego Island series, despite dropping the original Lego Island title and logo from the name.

Like Lego Island 2, the player controls Pepper Roni, the lead in an action movie being filmed on Lego Island, throughout the game, exploring the island in a non-linear style.

Izayoi Renka



Developer	Chise
Publisher	Kaga Tech
Release date	(jp) March 18, 2004
Genre	Visual novel
Mode	1 Player

Izayoi Renka: Kamifurusato is a PlayStation 2 port of the Windows hentai visual novel Izayoi Renka. All adult content has been removed from the PS2 port, and in addition a new scenario and new CG events have been added. The PlayStation 2 version also comes with a soundtrack disc included.

The story takes place in a small mountain village during an early Showa period. The protagonist returns to his hometown one day, where he reunites with his old friends and meets new ones, and gradually gets caught up in lots of strange incidents in this romance visual novel. The game consists mostly of reading descriptions and listening to dialogues with other characters, where occasional events prompt the player for a response. Characters are not animated during conversations, but change their gestures and poses depending on the occasion.

"mobygames.com"

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7.5

Izumo Complete

J

Developer	Studio e.go!
Publisher	GN Software
Release date	(jp) February 3, 2005
Genre	Visual novel
Mode	1 Player

In this game, players take control of Touma Hikaru, a student at the prestigious Izumo private academy. Recently he is troubled by dreams that always has the same woman trying to tell him something. One day, following the steps of the dream he had last night he goes to the abandoned building at the back of the school. When he touches a mirror there, there is a flash of bright light followed by an earthquake. He rushes out to the new school building only to find Nanami being attacked by a giant spider. This is the beginning of the strange events to follow those two.

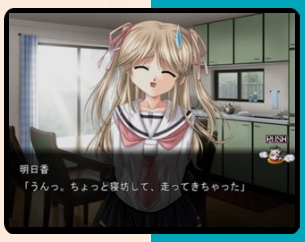
The PlayStation 2 version updates the graphics from the original and adds new scenarios and animated stills.

Izumo 2

8.0

Developer	GN Software
Publisher	GN Software
Release date	(jp) April 27, 2006
Genre	Visual novel
Mode	1 Player

Izumo 2 is the sequel to the 2004 Dreamcast love-simulation. This sequel resembles the original, offering a mix of love simulation and RPG. The players character, who, as the result of an earthquake, finds himself transported to another world. Throughout the game, he'll converse with several different girls and take part in battles that take place on a 3D field and feature sprite-based characters.



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Izumo 2: Gakuen Kyousoukyoku - Double Tact

8.0

Developer	Regista
Publisher	GN Software
Release date	(jp) January 31, 2008
Genre	Visual novel
Mode	1 Player

After Izumo 2, Takeru and his friends come back to the present world. However, they don't have time to live a peaceful life due to Sakuya, who comes back again from Nenokuni. This time she is with a mysterious boy, Ninigi and he says that he is engaged to Sakuya. Sakuya doesn't want him and declares that Takeru is the one she loves.

"vnmaniac.blogspot.com"

J

Izumo Zero

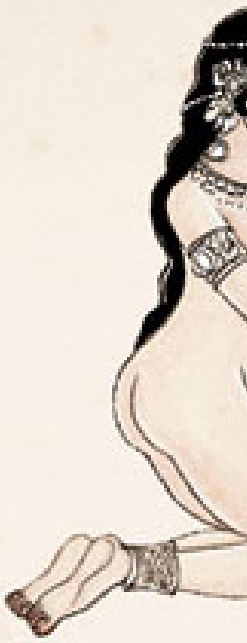
7.5

Developer	Success
Publisher	Success
Release date	(jp) July 12, 2007
Genre	Visual novel
Mode	1 Player

The game is set in 1879, 12 years into the Meiji period. In this era of scientific knowledge and industrialization, an organization of ghost busters was formed. It was the "Police Department Special Squad".

The story follows these six young men and women as they fight against ghostly conspiracies, and learn about friendship, purpose, love, war, and the pursuit of happiness.

J



PS2
PlayStation.2

J-Phoenix

6.6

J

Developer	Shoeisha
Publisher	Takara
Release date	(jp) June 28, 2001
Genre	Action
Mode	1-2 Players

J-Phoenix is an action game about the mech pilots of Alsarea battling amongst cityscapes and war-torn lands in their J-Phoenix Frame. This game features configureable mechs and Story, Survival and Battle modes with a tremendous amount of missions to play through.

Gameplay is similar to the Armored Core series, with “look” commands on the analog sticks and an anime-styled character set.

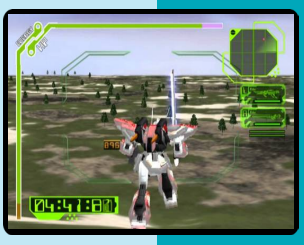
J-Phoenix: Burst Tactics

6.3

Developer	Takara
Publisher	Takara
Release date	(jp) April 25, 2002
Genre	Action
Mode	1-2 Players

J-Phoenix: Burst Tactics is another mech game from Takara and the follow-up to J-Phoenix. Players can import their mechs from the previous and continue playing in this game.

The game continue the story from the last game with players taking control of the new character, Yui.



J

Jeep Thrills

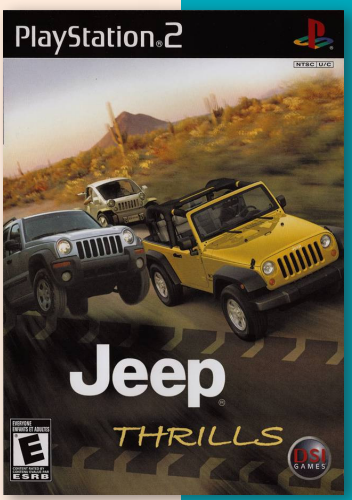
2.4

N P

Developer	Game Sauce
Publisher	Zoo Digital Publishing, (us) DSI Games
Release date	(us) August 5, 2008
Genre	Racing
Mode	1-2 Players

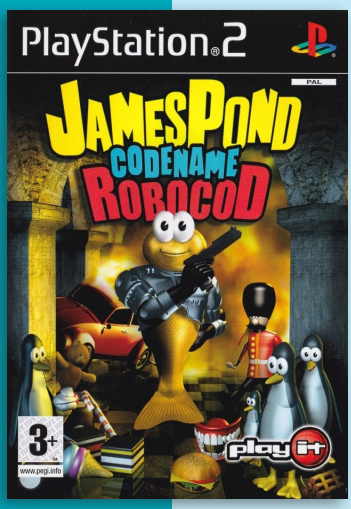
Jeep Thrills is a racing game developed by British studio Game Sauce and published by DSI Games. The game’s vehicle selection consists entirely of past and present Jeep models, including various concept vehicles.

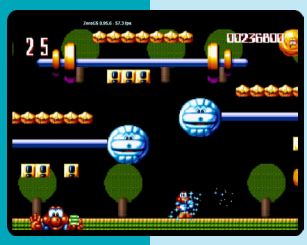
Players will race as any of 18 different historic and modern Jeep models. They can unlock 36 different tracks.



James Pond: Codename Robocod

6.5





Developer	Gameware Development
Publisher	Play It!
Release date	(eu) July 28, 2006
Genre	Action-platformer
Mode	1 Player

James Pond: Codename Robocod, originally released on the Amiga, Atari ST and Sega Genesis, is a remake of the second game in the series. James Pond must retrieve the toys Dr Maybe has stolen. Pond has been armed with an Inspector Gadget-style stretch device, which he can use to view higher areas or claw onto ceilings so as to slide across them.

The gameplay takes place across worlds themed around particular types of toys, such as sporting goods, candy and aircraft. The levels scroll sideways, although a small amount of vertical movement is included. On each level Pond must collect 2 penguins and reach the exit, although there are usually multiple exits and lots of secret areas to explore. After completing each pair of two worlds (each of which has three sub levels), a boss must be faced.

P

Jet de Go! 2: Let's Go By Airliner

7.9

Developer	Taito Corporation
Publisher	Taito Corporation
Release date	(jp) March 28, 2002
Genre	Simulation
Mode	1 Player

Jet de GO!2 is an airliner simulation featuring passenger jets of Japan Air Lines (JAL). It is the direct sequel of the first Jet de GO! game that was released for PlayStation and Windows.

Aircrafts available include Boeing 737-400, Boeing 747-400/D, Boeing 767-300, Boeing 777-200/300 and DC-10-40, along with several hidden aircrafts.

In comparison to the first game, available destinations now include whole Japan, including Hokkaido and Okinawa provinces. The game feature three game modes. Scenario mode. Pilot Mode includes departing and arriving with selected aircraft from the airport and on time. And Free-cruise mode.

J

J.League

The J.League series is a series of soccer games based on/licensed by the J. League. These games are based exclusively on the J. League, however the titles released more recently also contain other leagues.

J.League Winning Eleven 5

7.3

Developer	Konami
Publisher	Konami
Release date	(jp) October 25, 2001
Genre	Sports
Mode	1-2 (8) Players

J.League Pro Soccer Club o Tsukurō! 5 is part of Sega's long-running football management sim, updated to the end of the 2006 season. The player takes the reins of a football club that has just reached the J.League Division 2, and must guide it to the top of the division and into Division 1. Standard management options like recruiting, training, and scheduling are available.

Several features from the previous release have been reworked or redesigned, with the meeting and data views greatly streamlined along with an enhanced match highlight system. Another new addition is the Hometown system, where the player can even guide urban development of the team's home city, turning it into a booming metropolis or a pleasant small town.

J.League Winning Eleven 6

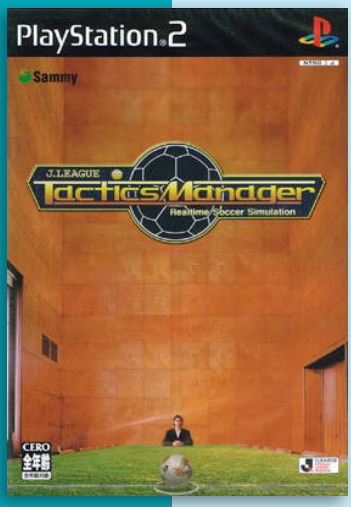
9.3

Developer	Konami
Publisher	Konami
Release date	(jp) September 19, 2002
Genre	Sports
Mode	1-2 (8) Players

In J.League Winning Eleven 6 the Master League have 8 additional teams and a division, divided into D1, D2 and D3.

A new Negotiation System is added to the game, when players win a match they will earn points, they will need to use points to negotiate with other teams before they can buy a player. Other than buying new players, players can also negotiate to borrow players from another team for a period of time. Borrowing requires fewer points than buying players.

J.League Tactics Manager



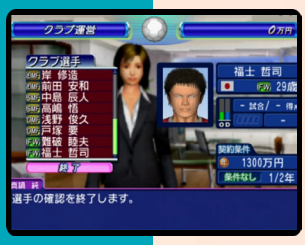
Developer	Sammy Entertainment Inc.
Publisher	Sammy Studios
Release date	(jp) February 13, 2003
Genre	Sports, Simulation
Mode	1-2 Players

J.League Tactics Manager is a real-time tactical simulation game, published by Sammy Studios, which was released in Japan in 2003.

Players take the role of a manager of a soccer team with the aim to win the championship of the J League.

6.0

J.League Pro Soccer Club o Tsukurou! 3

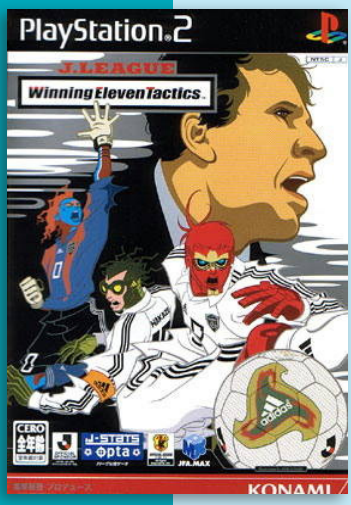


Developer	Smilebit
Publisher	Sega
Release date	(jp) June 5, 2003
Genre	Sports
Mode	1-2 Players

The second PS2 entry in Sega's popular soccer simulation series, feature the 2003 rosters from the Japanese J-League. Players take the role of a J-League soccer team owner, deal with signing on sponsors, maintaining a winning team, bringing in and training young talents from the little leagues, and doing everything to lead the team to the cup finals.

J.League Winning Eleven Tactics

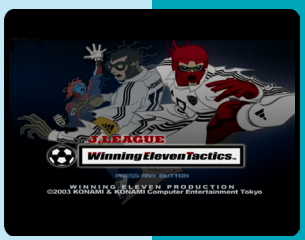
6.7



Developer	KCET
Publisher	Konami
Release date	(jp) December 11, 2003
Genre	Sports, Strategy
Mode	1-2 Players

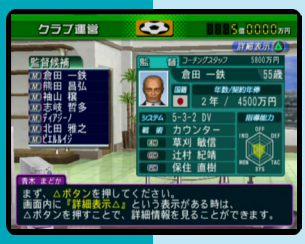
J.League Winning Eleven Tactics is another soccer sim in the long line of J.League games.

The game was developed by KCET and published by Konami, which was released in Japan in 2003.



4.0

J.League Pro Soccer Club o Tsukurou! '04



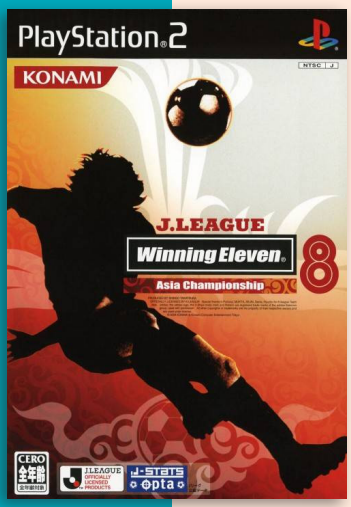
Developer	Smilebit
Publisher	Sega
Release date	(jp) June 24, 2004
Genre	Sports
Mode	1-2 Players

J.League Pro Soccer Club o Tsukurou! '04 is a soccer game, developed by Smilebit and published by Sega, which was released in Japan in 2004.

The game is the sequel to J.League Pro Soccer Club o Tsukurou! 3 and the fourth entry in Sega's J-League soccer management simulator.

J.League Winning Eleven 8: Asia Championship

6.0



Developer	KCET
Publisher	Konami
Release date	(jp) November 18, 2004
Genre	Sports
Mode	1-2 (8) Players

J.League Winning Eleven 8: Asia Championship is an Asian-market version of the popular soccer franchise, featuring the official Korean K-League license for the first time in the franchise (totalling 103 teams in this version), plus a Master League mode of play where gamers build up their team from domestic and international players on the road to becoming Asia's #1 team. Player names from 18 of Japan's J-League teams and 13 of Korea's K-League teams are included.

In the game's Master League Mode, players build up a team from one of the three nations and eventually take on one of the European teams. It is also possible to bring European players onto the Asian team. Players are able to face off against each other using their own teams, with data automatically being saved to both player memory cards.

J.League Winning Eleven 9: Asia Championship

6.7

Developer	Konami
Publisher	Konami
Release date	(jp) November 17, 2005
Genre	Sports
Mode	1-2 (8) Players

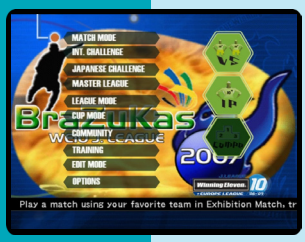
The game is another Asia Championship offshoot of the Winning Eleven series that focuses heavily on the Asian side of the soccer world.

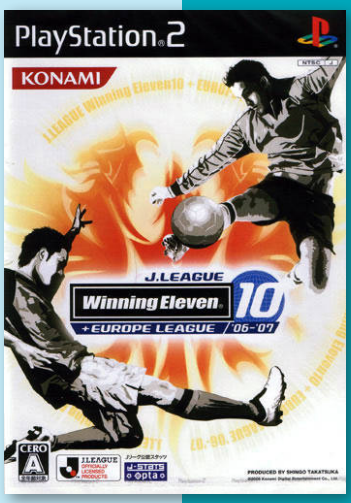
The game include the official Korean K-League license.

J

J.League Winning Eleven 10 + Europa League 06-07

7.9





Developer	Konami
Publisher	Konami
Release date	(jp) November 22, 2006
Genre	Sports
Mode	1-2 (8) Players

Winning Eleven 10 + Europe League 06-07 is a version of Winning Eleven 10, updated for the 2006/2007 EU League.

It was developed and published by Konami, which was released in Japan in 2006.

J

J.League Pro Soccer Club o Tsukurou! 5

6.5

Developer	Sega
Publisher	Sega
Release date	(jp) February 1, 2007
Genre	Sports
Mode	1-2 Players

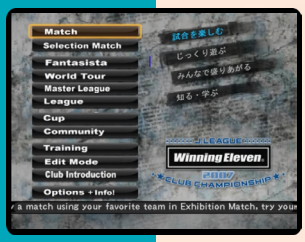
J.League Pro Soccer Club o Tsukurō! 5 is a soccer management sim developed and published by Sega for the PlayStation 2.

In J.League Pro Soccer Club o Tsukurō! 5 players take on the role of a soccer team manager. Players are managing a team that has newly made it to J.League Division 2.

J

6.0

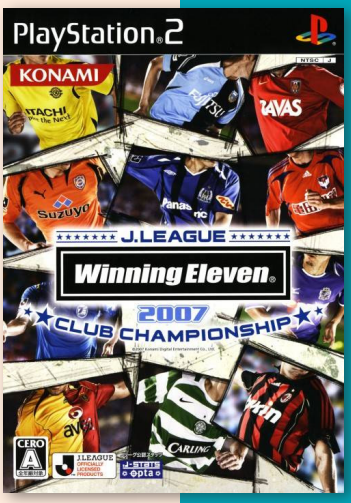
J.League Winning Eleven 2007 Club Championship



Developer	Konami
Publisher	Konami
Release date	(jp) August 2, 2007
Genre	Sports
Mode	1-2 (8) Players

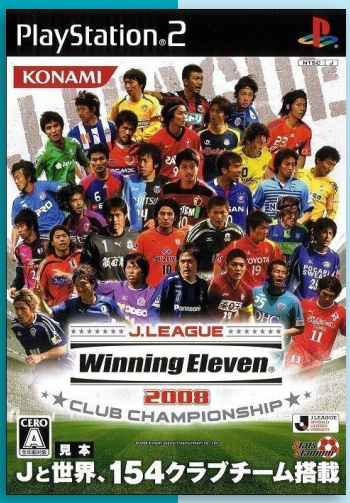
J-League Winning Eleven 2007 Club Championship was released on August 2, 2007. As the name says, it is a club championship, therefore there are no national teams present.

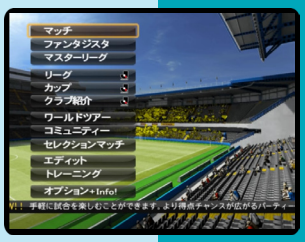
The game includes a World Tour, the new Fantasista (Become a Legend), Selection Match and J-League club info.



J.League Winning Eleven 2008 Club Championship

7.3





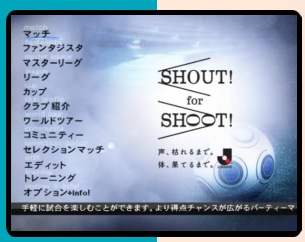
Developer	Konami
Publisher	Konami
Release date	(jp) August 21, 2008
Genre	Sports
Mode	1-2 (8) Players

J-League Winning Eleven 2008 Club Championship is an update to the J-League Winning Eleven 2007 Club Championship and the game was only released in Japan.

The game only features club teams and include all teams from J-League.

6.0

J.League Winning Eleven 2009: Club Championship

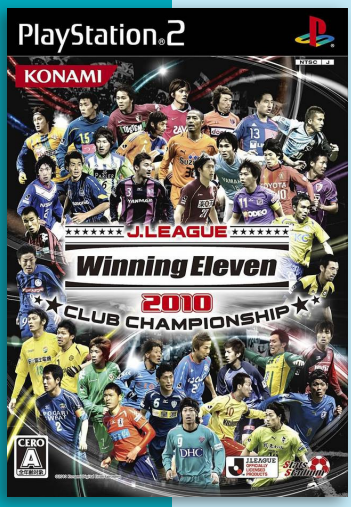


Developer	Konami
Publisher	Konami
Release date	(jp) August 6, 2009
Genre	Sports
Mode	1-2 (8) Players

J-League Winning Eleven 2009 Club Championship is an update to the J-League Winning Eleven 2008 Club Championship. The game only features club teams and teams from both tiers of the J. League totalling 36 teams. The game also features 118 foreign teams from the Premier League, Ligue 1, Serie A, Eredivisie, Primera División and a selection of teams from other leagues.

J.League Winning Eleven 2010 Club Championship

7.5



Developer	Konami
Publisher	Konami
Release date	(jp) August 5, 2010
Genre	Sports
Mode	1-2 (8) Players

J-League Winning Eleven 2010 Club Championship features an updated engine from PES 2010. The game only features club teams (no national teams) and teams from both tiers of the J. League totalling 36 teams. The game also features 118 foreign teams from the Premier League, Ligue 1, Serie A, Eredivisie, Primera División and a selection of teams from other leagues.

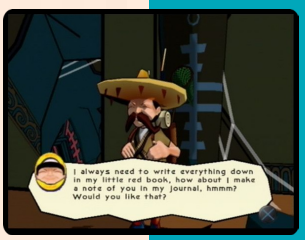
Jackie Chan Adventures

7.5

Developer	Atomic Planet Entertainment
Publisher	SCEE
Release date	(eu) October 1, 2004
Genre	Action-adventure
Mode	1 Player

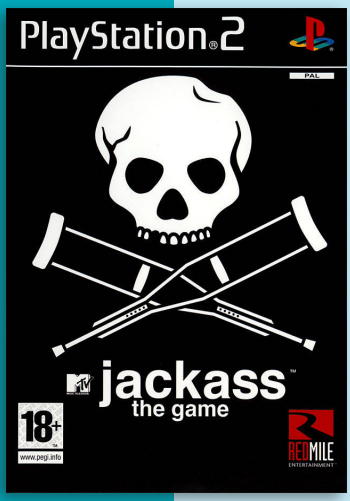
The Jackie Chan Adventures video game series is based upon the animated series Jackie Chan Adventures. The story is a mix of Seasons 1 and 2 and follows The Demon Sorcerers, led by Shendu, the demon of fire. The eight demons were banished to the Demon Netherworld by eight Chinese immortals using the magic of the Pan Ku Box. In present times, the Dark Hand, led by Valmont, are using the Pan Ku Box to unleash the demons upon the world. However, Jackie Chan, his niece Jade Chan, and their Uncle are willing to stop the evil demons from returning to the planet. The heroes, also known as the J Team, search for the magical 12 Talismans as well.

Jackie Chan Adventures is a cross between an action-adventure similar to The Legend of Zelda: The Ocarina of Time and a beat 'em up. Players control Jackie, who can perform a variety of Kung Fu moves to defeat enemies. They can also perform Jackie's trademark 'running up walls' technique to reach certain areas. Other areas allow Jackie to interact with characters and play mini-games such as fishing, jump rope or drum playing. The game also features an in-depth collectible card mini-game similar to Yu-Gi-Oh!.



Jackass the Game

5.8



N P

Developer	Sidhe Interactive
Publisher	Red Mile Entertainment
Release date	(us) September 24, 2007
Genre	Action
Mode	1-4 Players

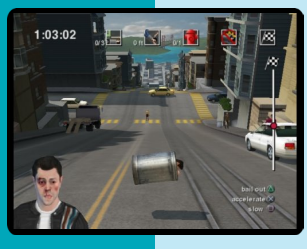
Jackass: The Game is a video game based on the television series Jackass. All of the Jackass cast (excluding Bam Margera, who does not appear in the game due to contractual commitments with Activision) and crew provided their own voices and supply their likenesses for the game, according to Sidhe Interactive. The game uses motion capture to replicate the cast's movements. However, Ryan Dunn did not participate in the filming of the motion capture due to him being diagnosed with depression because of a blood clot. He does, however, voice his in-game character. Johnny Knoxville and other members of the Jackass team also provided stunt ideas to the developer based on unused stunts from the show.

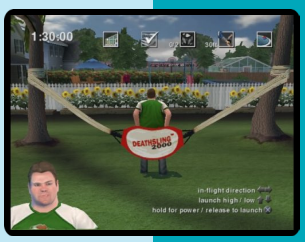
The story of the game has Jeff Tremaine hospitalized due to suffering (in the words of Johnny Knoxville) a "vagina sprain" (it is shown in the first cutscene between stages that Tremaine had slipped on a banana peel and crashed crotch-first into a fire hydrant as a result of a prank). The crew calls upon the player to step up and fill the role as director of Jackass. The goal is to collect the best footage from up to 36 different stunts throughout the game to create an all-new season of Jackass for MTV. All stunts have a minimum requirement for content before MTV will approve an episode for broadcast. These requirements are broken up into specific objectives for each stunt. The new season requires seven episodes of Jackass footage.

Jackass: The Game offers two gameplay modes for players, as well as two bonus features:

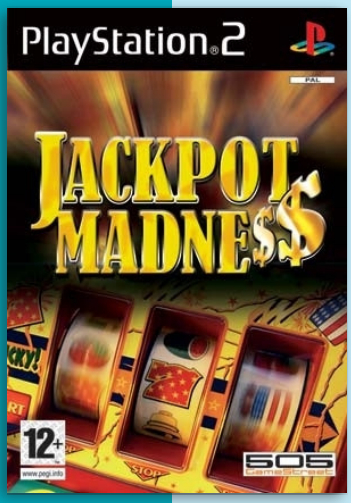
MTV Story Mode: The primary campaign mode for Jackass: The Game. By playing through this mode, players can unlock new content within the game, such as new characters and outfits.

Episodes: Stunts are collected into groups called "Episodes". Episodes in the game are similar to the format and structure of the TV series, collecting a series of five stunts which may or may not be related by a general theme. In each episode, the player is free to complete the stunts in any order.





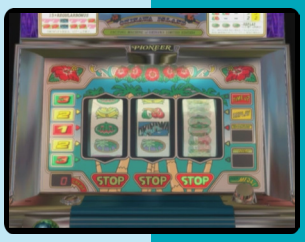
Jackpot Madness



Developer	505 Games
Publisher	Dorasu
Release date	(eu) 2006
Genre	Gambling
Mode	1 Player

Jackpot Madness is a slot-machine simulator, developed by 505 Games and published by Dorasu, which was released in Europe in 2006.

The game is the European port of the Japanese game Slotter Up Mania. It feature eight different slot-machines for 1 player.



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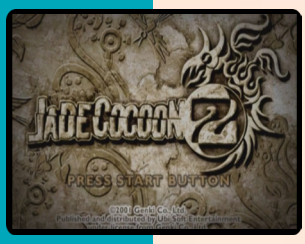
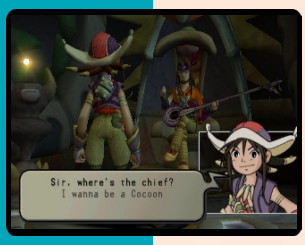
7.6

Jade Cocoon 2





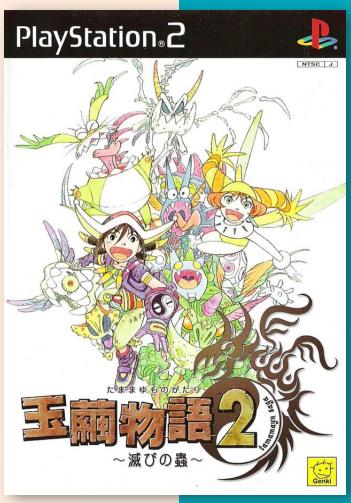
J N P

Developer	Genki
Publisher	Ubisoft, (jp) Genki
Release date	(jp) August 30, 2001
Genre	Role-playing
Mode	1-2 Players

Jade Cocoon 2 is a role-playing game and the sequel to Jade Cocoon: Story of the Tamamayu. The game features a full 3D polygonal world, 200 cut-scenes, and full voice-overs.

Jade Cocoon 2's plot occurs 100 years after the events in the original Jade Cocoon. The time of the Nagi people and "cocoon masters" has passed. New "cocoon masters" are now cited as "beast-hunters" and are the prominent force of monster raising, with the player playing one named Kahu who visits the Temple of Kemuel in the hopes of becoming a beasthunter and having adventures like the old cocoon masters he's idolized. However, Kahu encounters trouble during his license exam required to become a full-fledged beast-hunter. He encounters a young fairy named Nico, who leaves Kahu cursed, and he's given a very short time to live before his body is consumed by evil. Kemuel Temple's resident guardian, Levant - the hero of the original Jade Cocoon - offers Kahu a chance to heal himself. By utilizing the four magical orbs found in the heart of the elemental forests and a dark lute, Levant will be able to save Kahu's life. Kahu now sets off on his adventure, to save himself and eventually the world.

The gameplay is pretty similar to that of the first game. It is a monster-breeding RPG.



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DEJECTED, HERCULES AWOKE...

...ONE DAY TO FIND THERE WERE NO BEAUTIES IN HIS BED. HE WAS NO LONGER THE OBJECT OF PUBLIC AFFECTION. PEOPLE WERE NOT GATHERED OUTSIDE HIS DOOR. HE CURSED THAT NEW HEROIC DUO, JAK AND DAXTER. IN SOME WAY THEY WERE RESPONSIBLE, THEM AND THEIR MAD QUEST TO SAVE THE WORLD. AND WITH THAT, HE WENT BACK TO BED. THERE SEEMED LITTLE POINT IN EVER LEAVING THE FLAT AGAIN.

THE END.

TIME FOR A NEW LEGEND.

PlayStation.2
THE THIRD PLACE

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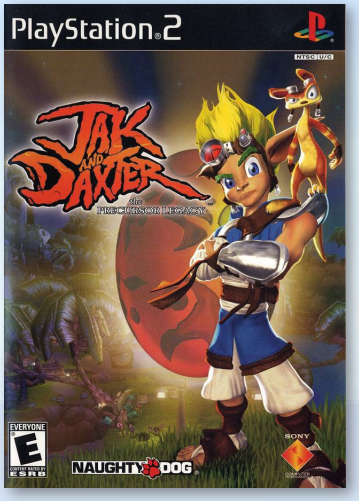
Jak and Daxter: The Precursor Legacy

9.0

Developer	Naughty Dog
Publisher	Sony Computer Entertainment
Release date	(us) December 3, 2001
Genre	Action-platformer
Mode	1 Player



J N P

Jak and Daxter: The Precursor Legacy is a 2001 open world platformer developed by Naughty Dog, and the first game of the Jak and Daxter series.

The game follows protagonist Jak as he tries to help his friend Daxter after he is transformed into an ottsel, a hybrid of an otter and a weasel. With the help of Samos the Sage, the pair learn that they must save their world from Gol and Maia Acheron, who plan to flood it with dark eco.

The game is set on a planet incorporating fantasy elements, which consists of small and not very technologically-advanced settlements, surrounded by varying environments and abandoned ruins. One major hub is Sandover Village, home of the two protagonists: Jak, a silent 15-year-old boy, and his best friend, Daxter.

The primary enemies of the game consist of beasts known as "Lurkers" led by the antagonists Gol Acheron, the Dark Sage, and his sister, Maia, who have been turned evil by the effects of the dark eco they studied.

Jak and Daxter: The Precursor Legacy is a platformer in which the objective is to gather items to progress through the levels. The player controls Jak, who has access to abilities such as double jumping, a rapid spinning kick, and glide punching. Injuries are accounted for by way of a life meter, which decreases whenever Jak is hit by enemies, falls long distances, or makes contact with hazardous surfaces.

The Precursor Legacy offers several collectibles for the player to gather. The main objects are power cells, which are used to energize machinery to reach new levels. Power cells can be earned in many ways, such as fighting enemies, performing tasks for other characters, completing platforming challenges, and paying for them via Precursor orbs. Precursor orbs are egg-shaped collectables found scattered throughout the world, some in plain sight, and some hidden. Another collectible, scout flies, appear on every level. Collecting all seven scout flies in a level rewards the player with a power cell.

A large part of the gameplay revolves around eco, a type of colored energy that comes in six different forms. The player is able to utilize eco powers by either collecting small amounts of glowing eco particles or fully charging through eco vents. Green eco, the most common of the six types of eco, restores health. Blue eco increases Jak's speed; breaks nearby boxes (except strong boxes); attracts Precursor orbs, scout flies, and small clusters of blue and green eco towards him; and activates certain machinery. Red eco increases attack power, while yellow eco allows the player to shoot ranged bursts of energy through Jak's hands. Dark eco also exists in the game, but as an obstacle that damages Jak, rather than an item that is collected. Light eco is also used exclusively in the game's final boss battle.

The game contains three bosses whose defeat earns the player power cells or allows the player some method of progressing further in the game. However, not all bosses are mandatory.

Development on Jak and Daxter began in January 1999 as "Project Y". As the rest of the Naughty Dog team were working on Crash Team Racing, only two programmers were allocated to the project. The rest of the team began work on Jak as well after the release of the PlayStation 2. Because of the PS2's status as a new console, Naughty Dog felt they had to create a unique character for it. Before the main development of Jak and Daxter, Naughty Dog confirmed the idea with Sony Computer Entertainment, and after showing them a character they dubbed "Boxman" to demonstrate their animation engine, they came up with Jak and Daxter.

The game was in development for almost three years, and throughout this time, numerous changes were made to almost every aspect of the game, while the various engines used in the game were all tweaked to optimize their performance. The engine tweaks allowed Jak and Daxter to have no loading times or fogging and be able to display high quality textures in a seamless, multi-level world.

The main characters also went through changes. Originally, there was going to be a third main character that would develop as the game was played in a Tamagotchi style. Instead, Naughty Dog concentrated their efforts on two main characters in order to create the exact characters they wanted. Naughty Dog stated in several interviews, "The character inspiration was more Joe Madureira who did Battle Chasers, the comic book, than anything else..." in an interview. The game was announced at E3 2001. After the release of The Precursor Legacy, Naughty Dog was prepared to create a sequel as long as the first did well enough to warrant it. After the game did go on to sell admirably, development of Jak II was begun shortly thereafter.

The game's soundtrack was composed entirely by multi-instrumentalist Josh Mancell.

The game received critical acclaim and currently holds a 90/100 rating on Metacritic based on 67 reviews. Before its release, SCEA gave IGN a demo build of Jak and Daxter. Douglass C. Perry, a member of IGN's staff said, "...Jak and Daxter is a breath of fresh air, a funny, lighthearted, but no less epic action-adventure game all its own..." after reviewing the demo build for twelve hours. GameSpot gave a score of 8.8 out of 10, praising its tight execution and heavy action elements which "ensure that things never become dull," and continued, "Next to Rayman 2, Jak and Daxter is the best 3D platformer available for the PlayStation 2." Game Informer gave the game a high score of 9.25 out of 10, and also offered praise to its graphics and the absence of load times, saying, "On several occasions, I found myself staring in awe at the little details Naughty Dog so meticulously included." At the 2002 Game Developers Choice Awards, Daxter from Jak and Daxter: The Precursor Legacy won the Original Game Character of the Year award.

After its release in late 2001, the game went on to sell over 1 million copies, promoting it to "Greatest Hits" and reducing the price. By July 2006, it had sold 1.7 million copies and earned $49 million in the United States, and had become the best-selling Jak and Daxter game in that country. Next Generation ranked it as the 19th highest-selling game launched for the PlayStation 2, Xbox, or GameCube between January 2000 and July 2006 in the United States. Combined sales of Jak and Daxter games reached 4 million units in the United States by July 2006. As of 2007, Jak and Daxter has sold almost 2 million copies (1.97 million) in the United States alone. Jak and Daxter received a "Gold Prize" in Japan for sales of over 500,000 units.

www.jak&daxter.co.uk

ALONE SAT ROBIN HOOD...

...AND WONDERED WHERE HIS BAND OF MERRY MEN HAD GOT TO. SOMETIMES HE ALLOWED HIMSELF TO THINK OF THOSE TIMES, THE WAY CROWDS USED TO CHEER AND CALL HIS NAME. HOW DISTANT IT ALL SEEMED NOW, NOW THAT DUO JAK AND DAXTER HAD INVENTED THEIR NEW FORM OF GREATNESS. ROBIN PICKED UP THE PHONE, JUST TO SEE IF ANYONE WAS THERE.

THE END.

TIME FOR A NEW LEGEND.

PlayStation.2
THE THIRD PLACE

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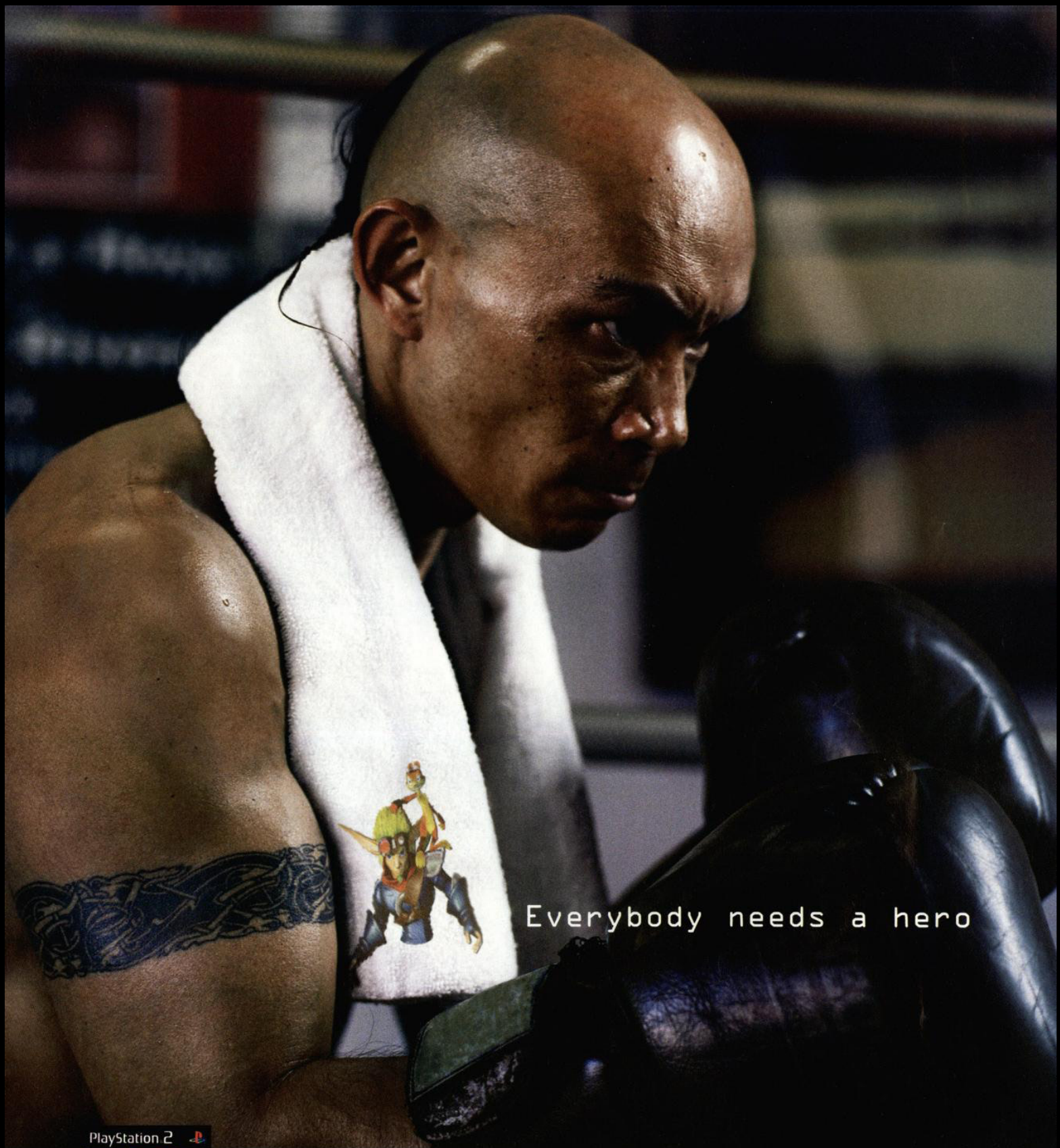

PlayStation 2

If you prefer your heroes tough then get ready, because Jak's back. Armed with all-new weapons and one bad attitude, he'll stop at nothing to get revenge. More evolved than the original, Jak II: Renegade has enhanced gameplay and even bigger worlds to explore, in an experience so intense it's been rated "10/10 – best platform game ever" by Official PlayStation Magazine.

NAUGHTY DOG

www.jak2renegade.com

fun, anyone?
PlayStation 2

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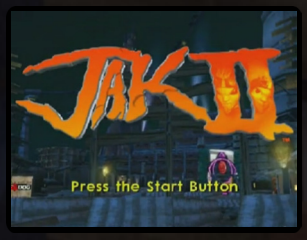
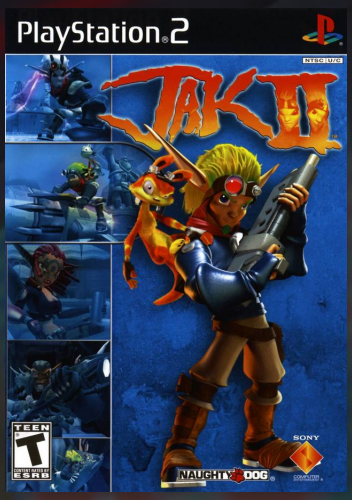
Jak II

8.7



Developer	Naughty Dog
Publisher	Sony Computer Entertainment
Release date	(us) October 14, 2003
Genre	Action-platformer
Mode	1 Player



Jak II takes place in the same fictional universe created by Naughty Dog for Jak and Daxter, though five hundred years after the events of the first game. After completing their quest from the original title, Jak and Daxter are shot into another time and space and the future of their planet, and everything is different. The two are split up, with Jak thrown into jail by Baron Praxis, the ruler of Haven City. For two years Jak is experimented on with dark Eco, turning him into an almost Hulk-like character, mean and filled with rage.

Rescued by Daxter, the two must set off and find a way to shut down the operation and get revenge for Jak's uncontrollable change.

The gameplay of Jak II is significantly different from the previous game. The Eco-based gameplay from the previous game has been changed from timed power ups to combat moves. Other changes include the introduction of weapons such as the Morph Gun, a multipurpose firearm. The player will unlock four different gun mods for the gun as they play through the game; the Scatter Gun, for close range fighting, the Blaster, for long range fighting, the Vulcan Fury, which functions the same as the Blaster but with less damage and a much greater rate of fire, and the Peace Maker, which fires charged blasts of energy, and is extremely powerful.

Haven City functions as the game hub-world, with various other environments accessible from it. Here, Jak can access new missions by visiting various allied characters. These missions serve as a replacement for the previous game's Power Cell collection gameplay. Throughout the game, the player can collect Precursor Orbs dispersed throughout the various worlds, in order to unlock cheats and other content. Jak can traverse the large city using hover vehicles, and a jet-board, which allows him to hover across water and grind on rails.

Due to experiments conducted on him for two years, Jak can transform into a darker version of himself, known as Dark Jak, by killing enemies for Dark Eco. In this form, his melee attacks become more powerful, but he loses the

Due to experiments conducted on him for two years, Jak can transform into a darker version of himself, known as Dark Jak, by killing enemies for Dark Eco. In this form, his melee attacks become more powerful, but he loses the ability to use the Morph Gun. By collecting Metal Head skull gems, gained by killing Metal Head creatures, Jak can gain additional abilities for his dark form.

Following development of The Precursor Legacy, Naughty Dog stated that they would develop a new game in the Jak and Daxter series if people liked the characters of the world. During the later years of the game's development, Graft Theft Auto III released, a game many of the developers enjoyed, and would become a huge inspiration for the developers. The impact of Grand Theft Auto III considerably changed the perceptions of the gaming industry, with action adventure platformers falling out of favor. A focus group conducted by Naughty Dog during the development of Jak II revealed that many gamers, including eight year olds, preferred to play more mature games such as Grand Theft Auto III. This caused Naughty Dog to question whether to continue the series at all, but Sony persuaded them due to how many within Sony and Naughty Dog loved the character, leading to Naughty Dog making Jak and Daxter more mature as a compromise.

As one of the biggest ambitions of Naughty Dog for Jak II, the storytelling was greatly expanded upon. One of the biggest changes was the large increase in the number of cutscenes, and giving the cutscenes their own music, a thing the developers in retrospect attributed as a great improvement. The story became far more complex, important and relevant, though the developers claimed they considered it a reward at the end of gameplay.

With the storytelling and settings changes, greater emphasis was placed on the development of characters and world building. There are fewer characters encountered in Jak II than in The Precursor Legacy, though each one is given much more in-depth character development,

a larger role in the story, and many more lines of dialog. While many characters in The Precursor Legacy were only tied to a single mission, most characters introduced Jak II appeared in many more, and many also reappeared in future sequels. The characters in Jak II were often far more intimidating or ruthless, whereas many in The Precursor Legacy were lighthearted. Villains also have more clear-cut motivations and expansion, while heroes have many more grey areas in morality. In terms of world building, the world is more consistently built, and deep in lore.

The technology in Jak II was largely reused from the previous game, particularly in the technology that allows the game to be run seamlessly with no loading times. A notable change, however, is the improvement in graphics. Character models are more detailed, with a far higher polygon count; while Jak's character model was made of 3,000 polygons in The Precursor Legacy, in Jak II, his cinematic model has almost 15,000. Insomniac Games had provided polygon occlusion code that they developed for Ratchet & Clank, a game based on Naughty Dog's engine, which was more efficient than Naughty Dog's original occlusion routines and allows the game to use less rendering power on out-of-sight polygons and more on objects in player view.

Jak II received critical acclaim. The game currently holds a 87.93% approval rating on GameRankings based on 79 reviews and a score of 87 on Metacritic based on 47 reviews. IGN gave it a score of 9.5/10, saying *"Naughty Dog weighs in with heavy guns, a dark story and mature content...And unlike pretty much every other platformer in the world, the story here is filled with characters who you'll either love or hate. It's the story that gives this game the feeling that it's an adventure, like Indiana Jones or even Max Payne. Jak is far more likeable now that he speaks, and the fact that he's pissed off and owns honking big guns weaves in an unmistakable new level of emotion into the narrative."* GameSpot said *"Everything in Jak II comes together to produce one of the best-looking, best-playing games on the PS2 so far"* and continued *"Jak II is an enormous and ambitious game that succeeds on every level, the gameplay is rewarding, and the story twists and turns more than you'd expect from a game like this."* Game Informer praised *"having the freedom to tackle challenges in a less linear fashion"* and likened the new gameplay to the Grand Theft Auto series.

It won Editor's Choice from IGN and GameSpot, and was followed by a nomination for Best PlayStation 2 Game by GameSpot as well.

Much like the rest of the games in the series, Jak II reached "Greatest Hits" status, indicated over 1 million units sold in the US alone. As of December 2015, Jak II sold 2.78 million copies globally, with over half of the sales in North America at 1.68 million, and 0.74 million in Europe. The game won a "Platinum Prize" in Japan for 1 million units sold.

The game sold poorly in Japan, as Naughty Dog noted in retrospect that the sales in Japan were *"horrendous"*, feeling that it was the *"darker play"* that *"completely alienated Japan"*. Jak II sold 0.36 million copies in regions outside of Europe and North America.

"jakanddaxter.wikia.com"

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A LEGEND RETURNS

FUN, ANYONE?

PlayStation 2

www.jak3-game.com

NAUGHTY DOG

JAK 3

8.4

Jak 3

Developer	Naughty Dog
Publisher	Sony Computer Entertainment
Release date	(us) November 9, 2004
Genre	Action-platformer
Mode	1 Player

One year has passed since Jak and Daxter saved Haven City from Kor and the attacking Metal Heads, yet Haven City is still immersed in deadly chaos as three groups fight for control of the streets. The people of Haven City have grown to distrust Jak's dark powers, and as rumors boil of Jak's ties with Krew and Kor, the city blames Jak for its current woeful circumstances. When the palace is destroyed by a surprise Metal Head attack, even Ashelin cannot protect Jak as the High Council's power broker, Count Veger, forces Jak into banishment to the desolate Wasteland. Jak is flown to the harsh island and dumped. With Daxter and Pecker by his side, the three begin their next adventure where the battle for the city has just begun.

Like its predecessors, Jak 3 takes place in an unnamed fictional universe created by Naughty Dog specially for the games. The game is set one year after the events of Jak II. Jak 3 largely focuses on the Wasteland, a large desert only briefly referred to in the previous entry in the series as being completely uninhabited and inhospitable.

Spargus City, a large settlement within the Wasteland bordering the ocean, is where the game begins, and serves as a hub for the player, where new weapons and upgrades can be earned, and most missions are given out. Later on, the plot shifts focus to Haven City, a sprawling metropolis which was the central locale in Jak II, though the area is only a fifth the size of the Wasteland. Some levels from the previous game are radically altered (Haven Forest, Metropolitan area) or removed entirely (like the Bazaar in Haven City), while others are added (New Haven City), branching off from Spargus and the Wasteland and Haven.

Like its predecessor, the gameplay of Jak 3 is a blend of platforming, driving, and gun combat. The player is led through the story as they complete missions, assigned by the various characters in the game. Missions can consist of anything from defeating particular enemies, reaching a specific location, or completing a puzzle. With the exception of timed or otherwise linear missions, the player is free to explore the game world as they see fit.

Cheats, made available as the player progresses, can upgrade weapons, flip the game world around into a mirror image of itself, or grant the player invincibility. After the game has been completed, the Hero Mode option is made accessible, which, when purchased, allows the player to re-play the game at a harder difficulty level, but with all previously unlocked cheats and extras still available. As Precursor Orb count is not reset, and the orbs are regenerated at their original locations, the player is able to regather orbs that he or she had already collected the previous time they played through the game. Collecting all 600 Precursor Orbs has some cosmetic effects on Jak's appearance, but has no effects other than this. In Hero Mode, Jak also keeps all twelve of his weapons but loses his light flight along with two of his dark powers until they are collected in their respective parts of the game.

While Jak II provided the player with only four different types of guns, Jak 3 expands on the concept with two additional modifications for each type, ending with a total of twelve weapons. Also, the 'Dark Jak' form, introduced in Jak II, which allowed the player to transform into a more powerful offensive version of Jak, is countered by a 'Light Jak' form that mainly focuses on defensive abilities. The jet-board makes a return appearance from Jak II to this game, with some additional upgrades as well.

Jak 3 was developed by Naughty Dog for the PlayStation 2. Jak 3 was first revealed to be in the works by one of Superplay's writers on January 8, 2004. While browsing the Naughty Dog offices, he saw early work being done with desert environments. It was first announced by Sony Computer Entertainment on February 24, 2004.

Other than expanding on the themes of its predecessors, Naughty Dog drew inspiration from Smuggler's Run, with the buggy driving in the desert.

Jak 3 was developed with a budget of $10 million.

Like its predecessor, the soundtrack was composed by Josh Mancell and Larry Hopkins. Jak 3, unlike Jak II, did not feature moments in which additional layers to the soundtrack were added based on Jak's current status (equipping a weapon or driving a vehicle), instead featuring more consistent soundtracks.

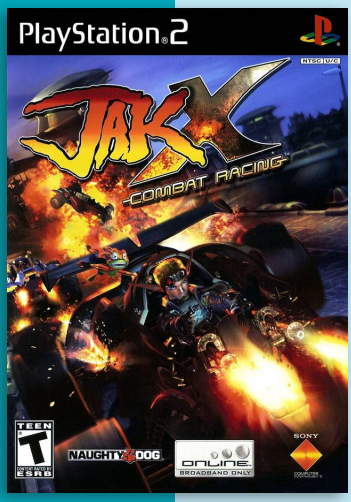
Jak 3 received critical acclaim, with critics praising the gameplay, as well as the immense story. The game currently holds an 85.33% approval rating on GameRankings based on 61 reviews. GameSpot gave it a score of 8.6/10, *"Jak 3 is a game with exceptional production values and some of the nicest visuals on the PlayStation 2"* and went on to praise the *"Solid platforming action with even more weapons and abilities, tons of varied gameplay types, engrossing and well-told storyline, the trademark humor and plenty of unlockable secrets."* Other praises have been given to the game for being reasonably easier in difficulty compared to its predecessor – which received minor criticism for its insufficient number of checkpoints.

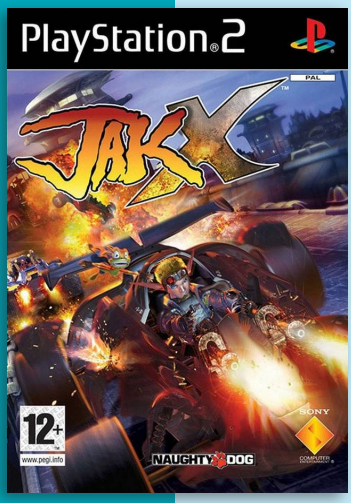
IGN said *"If you're looking for art and technical achievement, Jak has it...Jak is it. Characters animate so smoothly it actually makes playing other games painful. Painful, I say! And it never stutters, never glitches, never hitches, and never, ever lets up"* and gave it a score of 9.6/10.

Jak 3 game sold well with 1.85 million copies as of January 2016 (71% of sales in the US, 26% in Europe, and the remaining in other regions. Though successful, these sales were the lowest of the original trilogy, at less than half of the sales of The Precursor Legacy and just over half the sales of Jak II. Much like the rest of the series, Jak 3 reached "Greatest Hits" status.

Jak X: Combat Racing

7.6





NP

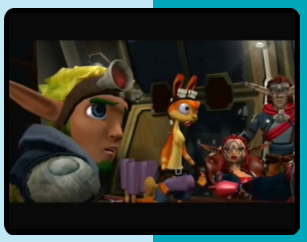
Developer	Naughty Dog
Publisher	Sony Computer Entertainment
Release date	(us) October 18, 2005
Genre	Racing
Mode	1-2 (6) Players

A year after saving Haven City, Jak and Daxter find themselves poisoned forced into competition on the international car-racing circuit by the execution of Krew's will.

In Combat Racing, the player controls characters from the Jak and Daxter series, all of which race in customizable dune buggy-like vehicles. The two main modes of play in the game are Adventure and Exhibition. Jak, the main character of the series, is the only playable character in the Adventure mode, and must participate in a series of Eco Cup Championships in the game's story to obtain an antidote to a poison he and his comrades have consumed. Jak can also take part in a variety of Events in the Championships as to earn Medal Points and advance through the ranks. The main event of the game is the Circuit Race, in which Jak must finish a set of laps in a course while avoiding the wrath of the other racers. The player can destroy these racers as well by picking up Yellow and Red Eco weapons, with Yellow Eco acting as an offensive weapon made to attack and destroy opponents, and Red Eco acting as a defensive weapon made to protect the player from incoming attacks. Green and Blue Eco can also be picked up, acting as health recovery and turbo respectively. Causing and taking damage causes a Dark Eco meter to fill up which, once full, causes weapons to become more potent versions of themselves

The development on Jak X began in 2004. The game was developed for 11 months with a budget of $10 million. Jak X is modeled after the driving mechanics of Jak 3. It was the first Jak & Daxter game to feature multiplayer mode, the second being Daxter for the PlayStation Portable.

Jak X: Combat Racing received favorable reviews from critics, and currently holds a 77.01% approval rating on GameRankings based on 57 reviews and a score of 76 out of 100 on Metacritic. GameSpot gave the game 7.9/10 praising the game's graphics and online multiplayer system while criticizing the game's difficulty in certain modes. Eurogamer rated the title 7/10.



Jak and Daxter: The Lost Frontier

7.2

Developer	High Impact Games
Publisher	Sony Computer Entertainment
Release date	(us) November 3, 2009
Genre	Action-platformer
Mode	1 Player

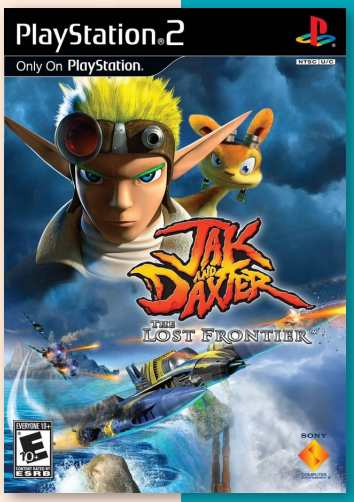
Story-wise, Jak & Daxter: The Lost Frontier picks up after the events of Jak X: Combat Racing. Jak, Daxter and Kiera travel to the Brink - the edge of the known world - to investigate the recent Eco shortage, and end up caught up in a struggle between the region's inhabitants and a group of Sky Pirates.

The gameplay is a return to the series' 3D platforming roots - a balance of jumping/traversal challenges, weapon-based and melee combat. There are also several aerial combat segments (both objective-based and free-form dogfighting), as well as brawler-like stages where the player controls the giant, Hulk-like "Dark Daxter". As usual, the player can unlock and customize Jak's Eco powers and vehicles along the way.

After completing Jak 3, Naughty Dog developed Jak X: Combat Racing in order to give breathing room for the developers during the transition to the next generation of consoles, and the departure of founders Jason Rubin and Andy Gavin. During this time, the team had many ideas for a new PlayStation Portable Jak and Daxter title, in which they took many concepts from Jak X.

The team continued to develop their PlayStation Portable title, which would become The Lost Frontier, simultaneously with their PlayStation 3 title, which would become Uncharted: Drake's Fortune. While the team were able to develop multiple cutscenes and flesh out the game within three months, they were unable to continue to develop alongside Uncharted, due to the frustration of developing for the new hardware and resignations from many employees. As such, the project was abandoned until later handed off to High Impact Games.

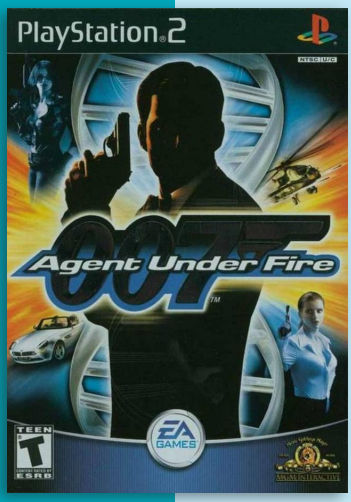
The game received generally positive reviews upon release. GameSpot gave the game 7.5/10, calling it *"a good addition to Sony's much-loved series"* and went on to praise the *"solid gameplay, challenging platform puzzles and wacky humour"* though felt that the *"Dark Daxter levels feel tacked on."*

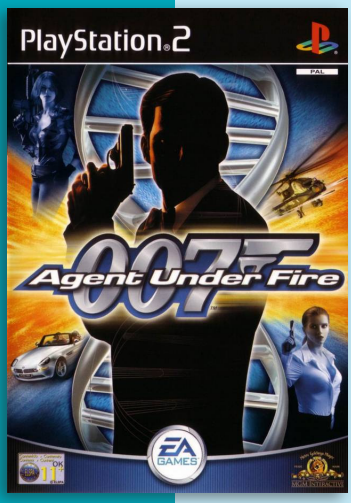


N P

7.2

James Bond 007: Agent Under Fire





N P

Developer	EA Redwood Shores
Publisher	Electronic Arts
Release date	(us) November 13, 2001
Genre	First-person shooter
Mode	1-2 (4) Players

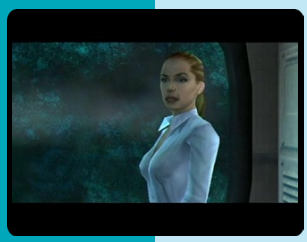
James Bond 007: Agent Under Fire is a first-person shooter based on the James Bond franchise. It is the fourth Bond game which is not based on a film or book in the James Bond series, following James Bond 007: The Duel, James Bond 007 and EA's own 007 Racing. The game's story arc continues in the following sequel, Nightfire, released a year later. Unlike previous Bond games which featured the likeness of then current Bond actor Pierce Brosnan, Agent Under Fire used the voice of Adam Blackwood and the likeness of English actor Andrew Bicknell for Bond.

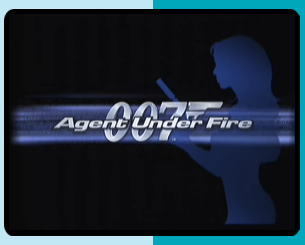
Agent Under Fire features over fifteen different types of firearm, as well as other weapons. Each firearm is based on a real firearm, but is given a pseudonym, the same manner as the weapons in GoldenEye 007, and The World is Not Enough. Most of the gadgets are concealed in a mobile phone, including a decryptor, grapple, laser, and remote transmitter. Bond is also provided with a card that disrupts electronic signals, as well as a jetpack.

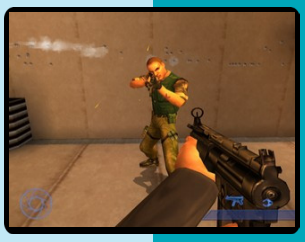
The multiplayer mode in Agent Under Fire features up to four players, with several unique arenas to host multiplayer battles in. The multiplayer games can also be played with one player against an AI player.

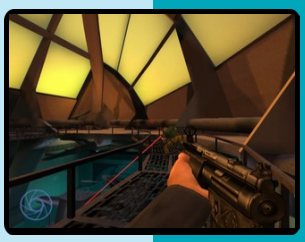
EA stated in several gaming magazines that Bond would be going "back to its roots", as the game was originally designed to be a true successor to Rare's 1997 GoldenEye 007. Early promo screenshots of the game reflected this, featuring the GoldenEye healthbar.

007: Agent Under Fire received mixed to positive reviews. GameRankings and Metacritic gave the PlayStation 2 version 75.38% and 72/100. The Cincinnati Enquirer gave the game three-and-a-half stars out of five and called it *"Slick, sexy and jam-packed with action — but this adventure is short with limited playability over time, except perhaps for its multiplayer modes."*



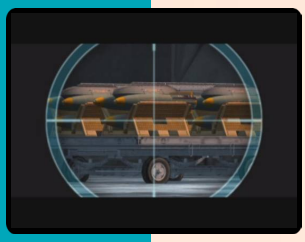


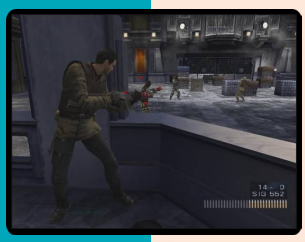


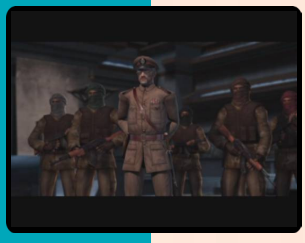


James Bond 007: Everything or Nothing

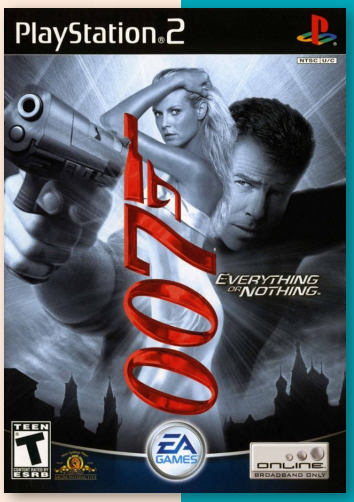
8.4

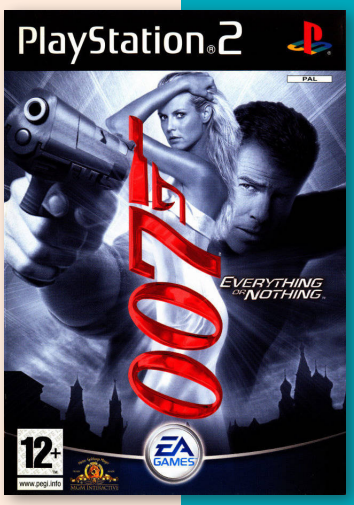


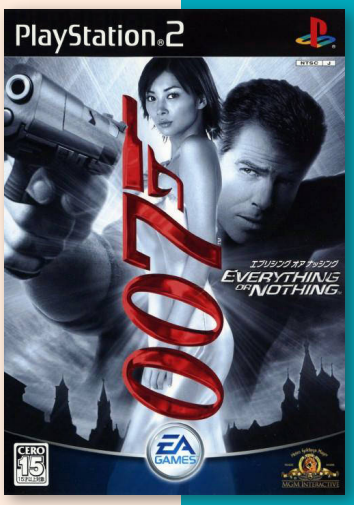




Developer	EA Redwood Shores
Publisher	Electronic Arts, (us, jp) EA Games
Release date	(jp) February 11, 2004
Genre	Third-person shooter
Mode	1-2 (4) Players







J N P

James Bond 007: Everything or Nothing is a third-person shooter, in which the player controls James Bond. Bond is modeled after and voiced by the former James Bond actor Pierce Brosnan.

Written by Bruce Feirstein, Danny Bilson and Paul De Meo, Everything or Nothing centers around Bond dealing with the use of nanotechnology as terrorism. It is the second Bond game played in third-person after Tomorrow Never Dies, and is the first Bond game to both feature a two-player cooperative mode and lack deathmatch multiplayer mode. The game features returning actors John Cleese and Judi Dench, as Q and M respectively.

The gameplay is a mix of third-person shooting/action sequences and vehicle sequences. In third-person missions, Bond can typically use cover, engage in hand-to-hand combat, use gadgets and perform some context-sensitive actions, while driving sequences primarily involve racing to a specific objective.

Everything or Nothing's game engine evolved from the engine used in Agent Under Fire. Like its predecessor, the driving sections were developed using a separate engine by EA Canada. The driving was based on the engine from Need for Speed.

Everything or Nothing received positive reviews. GameRankings and Metacritic gave it 84.75% and 84/100. GameSpot gave it an 8.8, calling it *"a really great game, perhaps the best James Bond game ever made"*. IGN said *"EA shakes things up and gives us a fresh new perspective on how good Bond can be."* However, some critics were not as impressed. UK gaming magazine Edge gave the game a 5/10, saying that, *"It's perhaps because the title benefits from such a high production spend, in fact, that the average design and execution becomes more pronounced."* Maxim gave it a perfect ten and stated that players can *"race through a shitstorm of artillery fire in a Porsche Cayenne Turbo (complete with "Q-cloak" invisibility feature) or missile-firing Triumph Daytona 600."*

4.8

James Cameron's Dark Angel

Developer	Radical Entertainment
Publisher	Sierra Entertainment, (jp) SoftMax
Release date	(us) November 18, 2002
Genre	Action-adventure
Mode	1 Player

James Cameron's Dark Angel is a beat 'em up video game based on the television series Dark Angel. It was announced at the E3 Expo in May 2002, shortly after the TV series was canceled. Jessica Alba and Michael Weatherly reprised their roles from the series, voicing Max Guevara and Logan Cale respectively.

The game follows an original storyline, with players controlling Max Guevara as she fights the I Corporation and attempts to find her twin sister.

Dark Angel is a single-player beat 'em up game played from a third person view. Players take control of Max Guevara, a genetically-enhanced super soldier. Levels involve fighting enemies while following a fairly straightforward path to the level's exit. Max attacks enemies using various punches, kicks and throws, and can also utilize the environment to perform actions, such as kickflipping off a wall then attacking an enemy from behind. She can also perform moves like back flips and side twirls to evade enemies. Occasionally Max may have to interact with the environment to advance past a point, such as placing an explosive on a door, though what is required to progress through the level is clearly highlighted to the player. Max receives communications from Logan Cale, who offers his advice on how she may reach objectives. The game also presents 'stealth mode' sequences during some levels. In stealth mode, Max can distract enemies by making noise or perform stealth kills by sneaking up on them. If Max is spotted during stealth mode, a timer is activated and additional enemies begin to appear. If she has not reached the exit or killed the enemies when the timer has run out, the level must be restarted. Boss enemies are present in some levels.

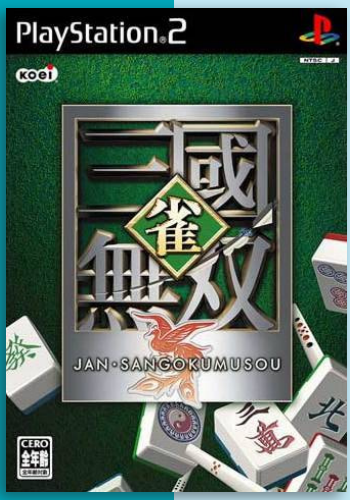
Dark Angel was announced in May 2002 at the E3 Expo, shortly after the TV series was cancelled. It was reported the game would feature the likeness of characters from the show as well as the voices of Jessica Alba and Michael Weatherly, reprising the roles of Max Guevara and Logan Cale respectively. Fox Interactive producer Chris Miller said the game would *"give consumers a chance to virtually play as Max in her next adventure to find her sister and fellow genetically engineered escapees."* Due to the termination of the TV series, Radical Entertainment slashed the game's budget during development. The game contains an exclusive photo gallery of Jessica Alba, cast interviews and other bonus features. A trailer for the video game was included in the season one DVD of the Dark Angel TV series.

Dark Angel received "generally unfavorable reviews" according to Metacritic. The game was frequently criticized for its unoriginality, repetition and problems with its stealth mode, though it received some praise for its graphics and voice acting, as well as its story and setting. Brett Todd of GameSpot criticized the stealth mode, noting many blind spots, problems with the camera angles and that enemies could be killed in plain view

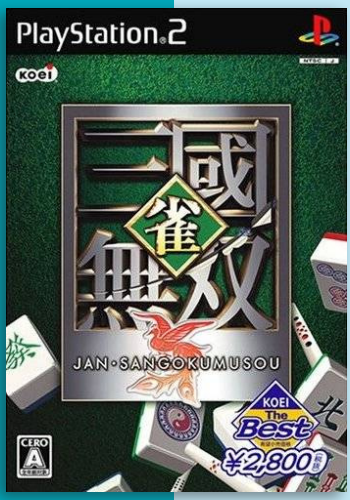
of each other without attracting their attention, concluding *"Overall, sneaking around involves more pure chance than skill."* He considered the game's story and setting to be its one redeeming feature, saying it stayed faithful to the television series. Scott Alan Marriott of AllGame highlighted controls, camera angles and above average graphics as the game's strengths, although lamented its repetitive nature, *"inconsistent level design and challenge"* and lack of two-player support. Zach Meston of GameSpy criticized the game's ease, lack of strategy, and the fact that solutions to the game's 'puzzles' were clearly highlighted to the player. Miss Spell of GamePro praised the graphics, voice acting and hand-to-hand combat. However, the game's stealth mode was described as *"comically maddening"*, and logical errors, such as Max's ability to jump seven feet-high despite her inability to climb over a knee high fence, were also discussed. The review concluded that it *"isn't a bad game, but it's not a really good game either, it's caught somewhere in between, struggling for a clear identity."* Duke Ferris of Game Revolution said, *"It's not that Dark Angel is brutally awful or full of bugs ... it's that it lacks any originality whatsoever. It's a boring, repetitive cookie-cutter game straight from the Nabisco ovens. You've eaten this cookie many times before; and if you're old enough, the first time it was called Streets of Rage."*

Jan Sangoku Musou

7.8



Limited Edition



Developer	Omega Force
Publisher	Koei
Release date	(jp) March 23, 2006
Genre	Board
Mode	1 Player

Jan Sangoku Musou (雀・三國無双) is a mahjong game using Dynasty Warriors characters. There are no battlefields involved but there is interaction between warring generals with dialog that somewhat parodies Dynasty Warriors 5.

Players name their own “Mahjong warrior” from 32 preset designs and 6 different voice sets. Once the player has decided on a character, they can choose to either participate in a tournament or in one of the game’s story modes. Each match in story mode has four participants, the player being set against three characters from the Dynasty Warriors series.

The rules are similar to other Mahjong games but includes cuts of the series’s characters during matches. Image displays are often voiced and essentially give hints regarding the opposition’s situation. These cuts sometimes include the characters posing with their weapons or displaying emotions rarely seen in the series, which makes these instances unintentionally hilarious.

The rules and scores are very similar to a form of Japanese mahjong, particularly the type that is found in competitive mahjong games and yaku. Players can still forfeit their hand and use pon, chii, riichi, or kan. Though the player is allowed to change certain rules, there are rules that remain by default.

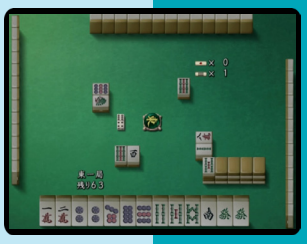
Mahjong Toupai is the story mode. There is a scenario for each kingdom and a “dream” story mode that is unlocked once the player beats all the other stories. Players travel from six different locations for each kingdom.

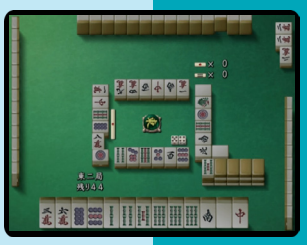
Mahjong Ranking is a tournament mode with four different types of matches.

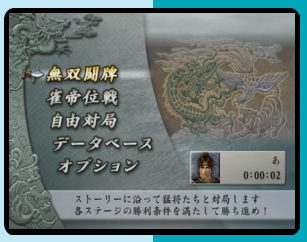
In Free Mode, player can set the rules to their liking and go against any three characters in the game.

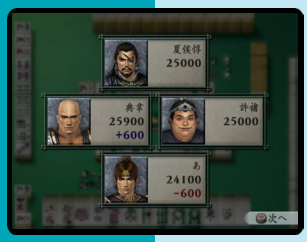
The Database displays rankings and achievements from the other modes.

“koei.wikia.com”





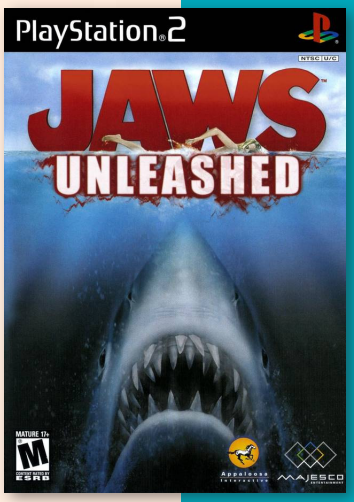


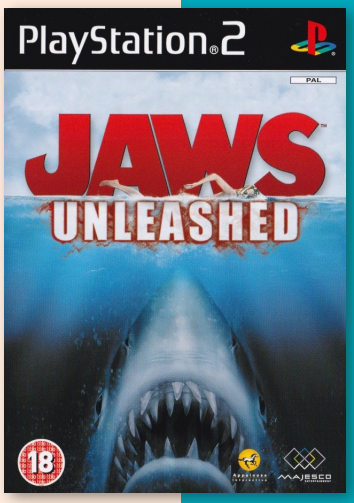


Jaws Unleashed

5.2

Developer	Appaloosa Interactive
Publisher	Majesco, (eu) THQ
Release date	(us) May 23, 2006
Genre	Action
Mode	1 Player

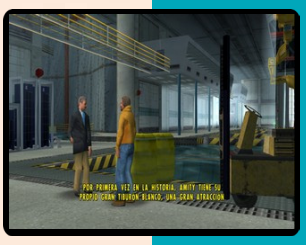




Jaws Unleashed is a 2006 action-adventure inspired by the 1975 film Jaws. 30 years after the events of the first film, Amity Island is growing, making corporate connections with prestigious companies like Environplus to improve the island's economy. The increased population around the island and industrial activity has also attracted Earth's most fearsome creature and the game's main character: Jaws, an enormous great white shark. When the son of Environplus CEO Steven Shaw is eaten by the ferocious beast, Shaw hires renowned shark hunter Cruz Raddock to track down and kill the shark.

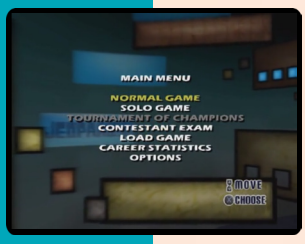
In Jaws: Unleashed, the player assumes the role of the shark. The shark first enters the island from the southern end and the player finds itself in a cove. The cove has tutorials to allow the player to become familiar with the controls, such as the ones for moving the shark and attacking other creatures. The shark has a menu for upgrades as well. These can be accessed from either the main menu or the pause menu. Upgrade points are earned by causing destruction around Amity Island (in levels and in free-roam mode), completing levels, and/or collecting bonus items, the most frequently found of which being treasure chests. There are numerous upgrade criteria to choose from. Players can choose to upgrade the shark's power, speed, hunger, health, or accuracy. During gameplay, there is a HUD in the lower-right corner of the screen. This HUD has four meters and a sonar that informs players of the positions of important objects, prey, and enemies. The two parallel meters above the sonar are for Jaws' health (right side, red-colored), and hunger (left side, green-colored). As Jaws becomes hungry, its health will diminish, forcing the player to "eat" constantly. The health bar will also diminish as Jaws takes damage. The last two meters are used to charge the shark's tail-whip and head-butt attacks.

Jaws Unleashed received "mixed" reviews according to Metacritic. Most complaints against the game center around the game's glitches and freezing up and its camera problems.



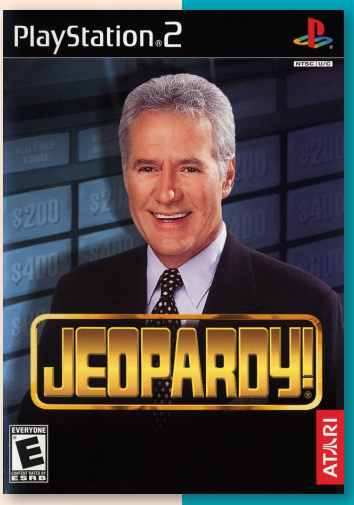
6.2

Jeopardy!

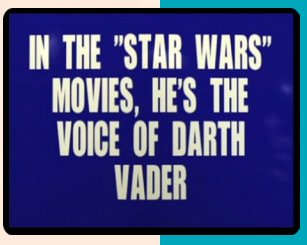


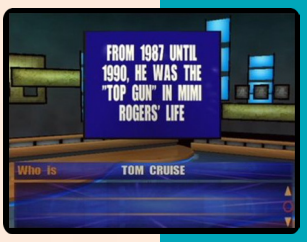
N

Developer	Atari
Publisher	Atari
Release date	(us) October 28, 2003
Genre	Trivia
Mode	1-2 (3) Players



The game is played by picking a dollar amount under a category, getting presented with an answer, to which the player who buzzes in first attempts to provide the correct question. If the question is correct, the player earns that amount of money; otherwise they lose it. If they happen to select one of the rare Daily Doubles, the player instead wagers as much of their current earnings as they wish. In the second round, Double Jeopardy!, dollar values on the board are doubled. In the third round, Final Jeopardy!, there is only one answer. After learning the category each player wagers as much of their earnings as they desire. The player who ends the game with the most money wins. This version of the game has more than 5,200 answers.





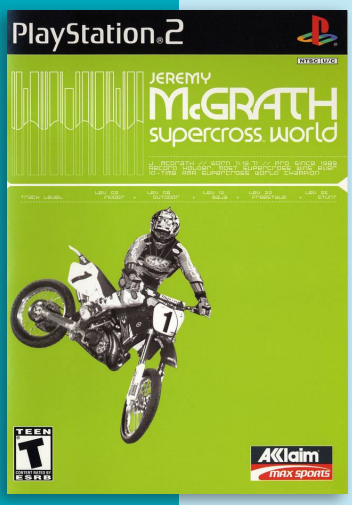
In this version, players can keep a saved profile which keeps track of their name as well as statistics on such things as how many answers they've correctly and incorrectly responded to, and the most money they've earned in a game.

As in most console versions of Jeopardy!, players enter their questions by selecting letters with the analog stick or control pad. After several letters have been picked, it will start presenting options for you to pick to save time.

"mobygames.com"

Jeremy McGrath Supercross World

3.5



Developer	Acclaim
Publisher	Acclaim
Release date	(us) November 15, 2001
Genre	Racing
Mode	1-2 Players

This updated version of Supercross 2000 lets the players choose from 25 different dirt bike tracks, each with their own twists, turns, bumps and jumps while performing tricks. Players can customize their bikes to their liking as well as choose from ten professional riders including the game's namesake, Jeremy McGrath.

N P

Jello

8.0

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2006
Genre	Puzzle
Mode	1 Player

Jello is a puzzle game released by Phoenix Games. In the game, the Jellos have escaped from the factory and now they cant find their way back. Players need to regroup the Jellos based on colour and send them back to the factory. Players can use combo shots and regroup the Jellos to boosts their score.

P

Jelly Belly: Ballistic Beans

6.8

N P

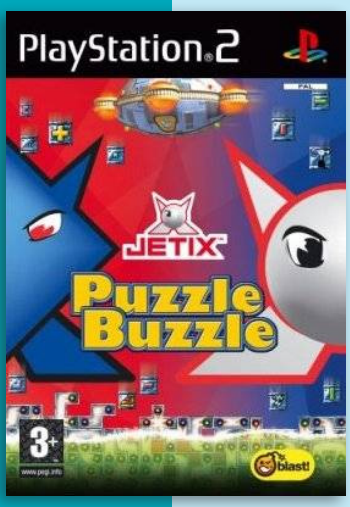
Developer	Blue Monkey Studios
Publisher	Zoo Digital Publishing, (us) Zoo Games
Release date	(eu) March 27, 2009
Genre	Puzzle
Mode	1-2 Players

Jelly Belly: Ballistic Beans is a fast-paced arcade style skill game.

The game includes eight different themes, including Halloween, Space, and Sport. Over 150 unique world layouts, and various unlockable game modes and features.

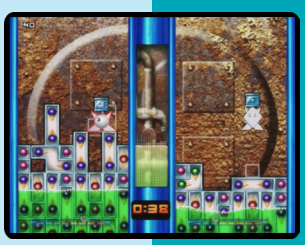
Jetix Puzzle Buzzle

8.7



Developer	Broadsword Interactive
Publisher	Mastertronic, (eu) Blast! Entertainment Ltd
Release date	(au) January 24, 2008
Genre	Puzzle
Mode	1-2 Players

Jetix Puzzle Buzzle is a puzzle game where players build a high tower from falling pieces of all shapes and sizes before the rising water below destroys tgeir progress. Players need to jump up to catch the shape they need, rotate it and place it in their tower without leaving gaps. To win, they must reach the top before their opponent does.



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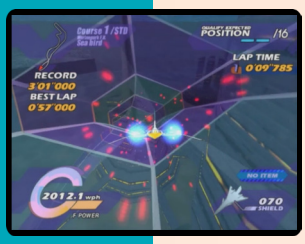
5.2

Jet Ion Grand Prix



J P

Developer	Gust
Publisher	Gust, (eu) Ubisoft
Release date	(jp) December 21, 2000
Genre	Racing
Mode	1-2 Players

Jet Ion GP is set in the year 2040, a time when petrol prices have risen as oil-wells start to run dry. The future of mankind lies in the new technology of Cold Fusion but this is being suppressed by the oil companies who are more powerful than governments. Pilot Jet Jevons leads a rebel faction who learn of this and they fight to give the power back to the governments. He does this by competing in high powered races around the world.

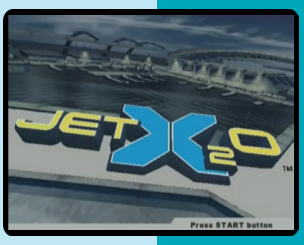
Jet Ion GP is a futuristic racing game for one or two players in which the player(s) pilot high speed aircraft around three dimensional courses avoiding obstacles and dodging enemy fire. All the courses are marked by a ribbon in the sky which the pilot needs to follow because that ribbon is what the craft draw power from. Straying too far from the ribbon means they lose speed, energy, and probably the race.

Besides Jet Jevons there are other pilots and teams in the race and the player can fly as any of them. The game can be played in four modes: The Grand Prix mode where the player must qualify for and then compete in a series of five races. Single Spot where the player qualifies for and competes in a single race. Time Attack where the player attempts to beat the track record for a course. And VS which is the two player head-to-head game.

Jet X2O

6.8

Developer	Killer Game
Publisher	SCEA
Release date	(us) October 28, 2002
Genre	Racing
Mode	1-2 Players



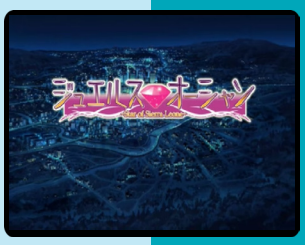
Jet X2O is a watercraft racing and stunt performance game released for the PlayStation 2 in 2002. In it, players go throug various missions through eight different racing environments including a swamp, the Arctic, a Pacific island and the city of Atlantis. The game feature four gameplay modes that include Trick Race mode, Season mode, Rescue mode and Trick mode.

N

Jewels Ocean: Star of Sierra Leone

Developer	Pione Soft
Publisher	Pione Soft
Release date	(jp) February 23, 2006
Genre	Adventure
Mode	1 Player

This love sim combines adventure and simulation RPG gaming in one. In the adventure part, players work through a story involving girls and enemies. The simulation part makes use of a turn based grid system where players summon monsters to defeat enemies. They can raise their monsters into more powerful beasts.



J

8.1

Jigoku Shoujo Mioyosuga

Developer	Compile Heart
Publisher	Compile Heart
Release date	(jp) September 17, 2009
Genre	Visual novel
Mode	1 Player

Jigoku Shojo: Girl from Hell is based on the Hell Girl manga and anime.

The story of the game is about an internet site where the rumor is that if someone post a complain on someone there, the Jigoku Shoujo will appear and drag whoever is the tormentor into the inferno.

J

Judie no Atelier: Gramnad no Renkinjutsushi

6.4

Developer	Gust
Publisher	Gust
Release date	(jp) June 27, 2002
Genre	Simulation, Role-playing
Mode	1 Player

Judie no Atelier: Gramnad no Renkinjutsushi is the forth game in the Atelier franchise and the first of the two Gramnad games.

Both of the Gramnad games were re-released on the PlayStation Portable with additional content. The re-release is called “Atelier Judie ~The Alchemist of Gramnad~ Imprisoned Guardian” on the PSP.

J

Jikkyō Powerful Pro Yakyū

Jikkyō Powerful Pro Yakyū, marketed internationally as Power Pros, is a traditionally Japan-only baseball video game series created by Konami. It is known for its super deformed characters, and fast-paced, but deep gameplay. Most game in the series is developed under license from the Nippon Professional Baseball (NPB), which enables the use of the league's team names, stadiums and colors in the games, and the Japan Professional Baseball Players Association (JPBPA), which enables the use of the league's player names and likenesses. It is long running in Japan, starting out in 1994 for the Super Famicom. The game has also appeared on the Sega Saturn (1995–1997), the PlayStation (1995–2003), the Nintendo 64 (1997–2001), the PlayStation 2 (2002–2009), the Dreamcast (2000), the Nintendo GameCube (2002–2006), Wii (2007–2009), PlayStation 3 (2010–2016), PlayStation 4 (since 2016) as well as the PlayStation Portable (2007–2013) and the PlayStation Vita (since 2012).

The most distinctive feature of the Power Pro series is its odd depiction of characters. The basic design of the Power Pro baseball player is a short figure with an excessively wide, gashapon capsule-shaped head, lacking a mouth, nose, ears with expression being mainly in the eyebrows. Power Pros characters are somewhat similar to the character Rayman, in that they do not have legs and thus their feet are not connected to their body. Power Pros characters do have arms and hands, however, their hands are fingerless and bear more resemblance to a sphere than a human hand. The Power Pro series has used this comic design for every single one of its games.

The Success Mode is the series most compelling feature, combining role-playing game and life simulation games elements with the baseball sport. The basic objective is to train a generic Pawapurokun to become a professional baseball player. The Pawapurokun starts out with low stats, but often ends up being far better than any of the real professional players included in the game. Generally, Pawapurokun begins as an amateur player (ranging from high school, college or company player) who must become a professional in a certain period (usually three years). Various random events will affect the growth of the player, for example, getting a girlfriend will allow fim to regain motivation easily and receive presents (which drastically improve the player's stats) on his birthday. The amount of stress caused, and number of Pawapurokuns killed off in the Success Mode can be very large, as someone can spend hours carefully training a Pawapurokun, only to see him become severely injured in a car accident, ending any chance of his becoming a good player.

In Pawapuro 14, it is available to become a coach instead of Pawapurokun, leading a high school team to Koshien Champion, it is somewhat an alternate way to create a large amount of Pawapurokuns in the same time. The mode does not require any skill in pitching, catching nor batting on their own, but require planning and tactics skill like other sport-manager game. Later, 14 Kettei-ban firstly features enhancing current NPB players, and placing them as original players.

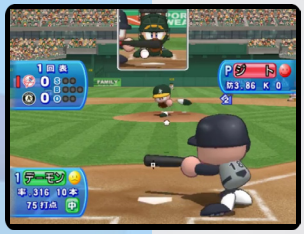
Jikkyou Powerful Major League

7.4

Developer	Konami
Publisher	Konami
Release date	(jp) May 11, 2006
Genre	Sports
Mode	1-2 Players

This was the first game in the series released as an western offshoot from the main Power Pro series, featuring Major League Baseball players insted of players from NPB players.

Players can choose from 30 different MLB teams or arrange their own team and play against an opponent, wheter it is another player or in single player, in several different game modes.



J

Jikkyou Powerful Major League 2009

7.8

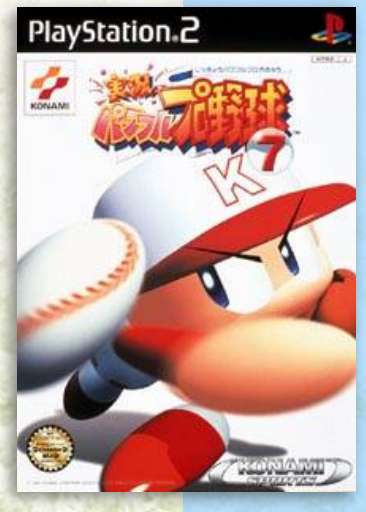
J

Developer	Konami
Publisher	Konami
Release date	(jp) April 29, 2009
Genre	Sports
Mode	1-2 Players

All 30 major league clubs from the American and National Leagues are represented such as the New York Yankees and the Boston Red Sox. Team data and player stats have been updated for the 2006 season and Japanese players such as Ichiro Suzuki and Hideki Matsui are with their teams while. The game also feature all 30 team stadiums recreated with their respective ballpark features.

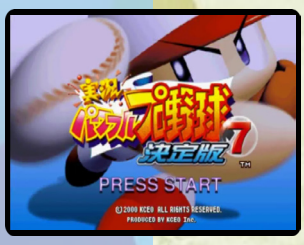
Jikkyou Powerful Pro Yakyuu 7

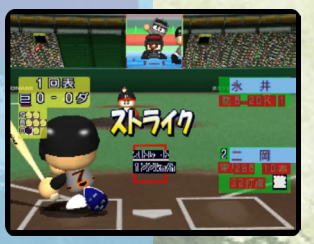
7.8



Developer	Konami
Publisher	Konami
Release date	(jp) July 6, 2000
Genre	Sports
Mode	1-2 Players

The game is another Konami Jikkyou Powerful Pro Yakyuu game with super deformed pitchers and batters. Though there's little change in appearance over previous versions of the license, the game feature a refined cursor placement system that determines where the pitch lands and the point at which a batter can strike.

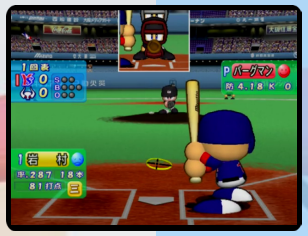




J

Jikkyou Powerful Pro Yakyuu 8

7.6



J

Developer	Konami
Publisher	Konami
Release date	(jp) August 30, 2001
Genre	Sports
Mode	1-2 Players

This is the eighth iteration in the main Power Pro series. It feature a vocalized opening ("Little Soldier" by Chihiro Yonekura), which is the first in the series. The graphic of the game have been changed significantly.

Game modes include; Fighting mode, Pennant mode, League mode, Success mode, Arrange mode, Scenario mode and Homerun competition.

Jikkyou Powerful Pro Yakyuu 9

8.2

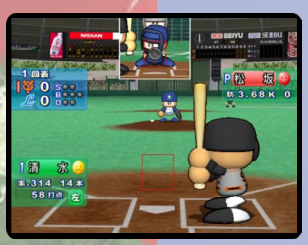
Developer	Konami
Publisher	Konami
Release date	(jp) July 18, 2002
Genre	Sports
Mode	1-2 Players

This game was the first in the series to be released on multiple platforms - PlayStation 2 and GameCube. It is also the first game in the series to employ cel-shaded graphics, granting an even more cartoonish look. The usual improvements to animation and camera direction are are included, providing a closer approximation of TV baseball broadcasts.

J

Jikkyou Powerful Pro Yakyuu 10

7.3



J

Developer	Konami
Publisher	Konami
Release date	(jp) July 17, 2003
Genre	Sports
Mode	1-2 Players

Success Mode was first introduced in this game. It features creating teams instead of individual players. Online mode was also a first in the main series, and the only installment that allow machine crossovers. Mylife mode is an alternate type of Success Mode that player controls the Japan League player instead of original character (but players can still play created player in Success Mode), is firstly placed in this installment.

Jikkyou Powerful Pro Yakyuu 11

7.2

Developer	Konami
Publisher	Konami
Release date	(jp) July 15, 2004
Genre	Sports
Mode	1-2 Players

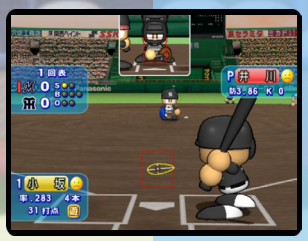
Created for the 10th anniversary of the Power Pros series. Audio endings are featured in Success Mode (made by Kyoto Animation), as well as the ability to break the bat and performing safety bunts.

An improvment from the original is the original team settings which feature more settings, such as increased number of colors, setting of uniforms by home visitors, etc.).

J

Jikkyou Powerful Pro Yakyuu 12

8.0



J

Developer	Konami
Publisher	Konami
Release date	(jp) July 14, 2005
Genre	Sports
Mode	1-2 Players

Jikkyō Powerful Pro Yakyū 12 features a tournament mode with 12 real professional teams and 15 high school teams, exhibition mode (for one or two players) and the series trademark Success mode, where players create a player character and train him to become a professional baseball player.

New to this installment is the Cheering Songs Editor: players can create their own cheering chants.

Jikkyou Powerful Pro Yakyuu 13

7.8

Developer	Konami
Publisher	Konami
Release date	(jp) July 13, 2006
Genre	Sports
Mode	1-2 Players

As Nintendo's GameCube has stopped production at that time, it is the only installment of main series that only features in PS2 platform since the 8th title. Major system changes have been placed in this instalment. In online mode, every players only control one player in the team, not a whole team. Scenario Mode, a feature since the first series is cancelled from this instalment.

J

Jikkyou Powerful Pro Yakyuu 14

8.3

J

Developer	Konami
Publisher	Konami
Release date	(jp) July 19, 2007
Genre	Sports
Mode	1-2 Players

The game feature an updated Success Mode, where players create their own big-headed baseball player.

Also included is a larger extension of this mode, with players taking on the role of coach. Players will also be able to build up a public "My Room," now in 3D, with items purchased with "Power" money.

Jikkyou Powerful Pro Yakyuu 15

7.5

J

Developer	Konami
Publisher	Konami
Release date	(jp) July 24, 2008
Genre	Sports
Mode	1-2 Players

Jikkyō Powerful Pro Yakyū 15 features full player rosters for all 12 Central and Pacific league teams, with player data through the 2008 season. Standard league, exhibition, solo career, and home run derby modes are present, along with the series' ubiquitous Success mode featuring two brand new scenarios. There is also a practice mode, and the ability to compose the players own crowd chants.

"mobygames.com"

Jikkyou Powerful Pro Yakyuu 2009

7.8

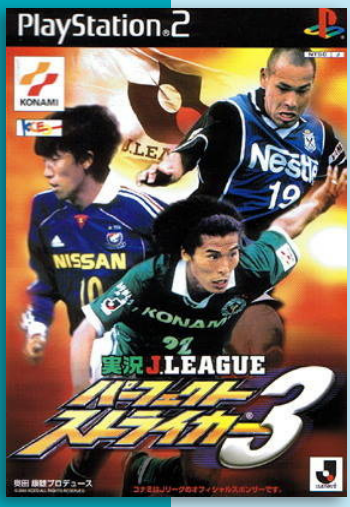
J

Developer	Konami
Publisher	Konami
Release date	(jp) March 19, 2009
Genre	Sports
Mode	1-2 Players

The game was released for the 15th anniversary of the series. The game ended the number suffixs (except '94, the first in the series) .

New game modes include "Player edit mode" and "World Baseball Classic mode". The Season Mode in this game last up to 20 in-game years.

Jikkyou J.League Perfect Striker 3



Developer	Konami
Publisher	Konami
Release date	(jp) March 22, 2001
Genre	Sports
Mode	1-2 Players

Jikkyou J.League Perfect Striker 3, remade as International Superstar Soccer in Europe, is a soccer game where players can train and edit their teams, change the formations and tactics before the match. During the match, they can adjust camera angles, make substitutions and tactical changes, adjust the game speed and so on.

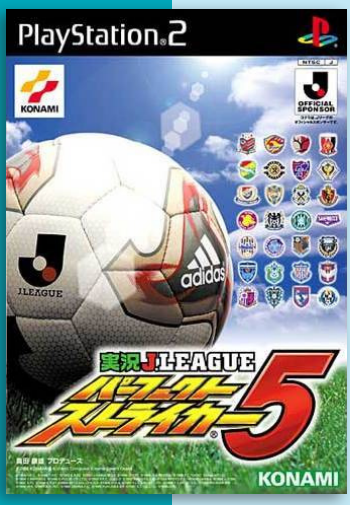
5.0

Jikkyou J.League Perfect Striker 4

Developer	Konami
Publisher	Konami
Release date	(jp) December 27, 2001
Genre	Sports
Mode	1-2 (4) Players

Jikkyou J.League Perfect Striker 4, remade as International Superstar Soccer 2 in Europe, continued the trend of having player's with different attributes, both visually and with regards to their style on the pitch; pacey wingers out wide, large target men up front, shorter centre forwards trying to cause problems for defenders with their skill running on the ball.

Jikkyou J.League Perfect Striker 5



Developer	Konami
Publisher	Konami
Release date	(jp) July 25, 2002
Genre	Sports
Mode	1-2 (4) Players

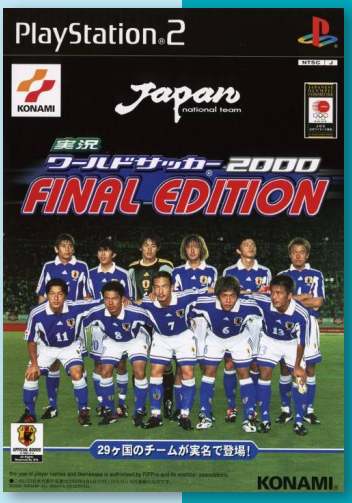
The fifth game focusing on Japan's domestic pro league and international competition includes 28 teams, real player names, and properly reproduced player faces for the notable stars of both J1 and J2 leagues. Perfect Striker 5 also builds on its predecessor with several more stadiums, original and otherwise, for a total of 22 in all.

Jikkyou World Soccer 2000 Final Edition

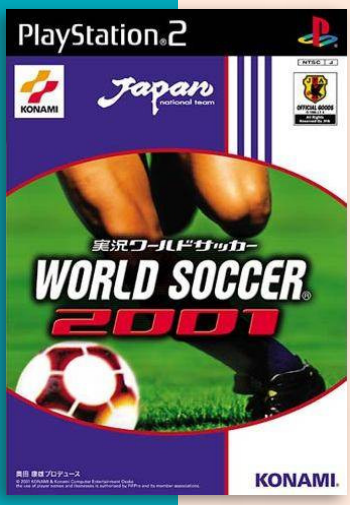
Developer	Konami
Publisher	Konami
Release date	(jp) December 21, 2000
Genre	Sports
Mode	1-4 Players

Jikkyou World Soccer 2000 Final Edition is a soccer game in Konami's ISS series.

The game feature a midden team. When players start a game with a memory card containing the World Soccer 2000 data, they can use hidden team from the beginning in "Open Game Mode"



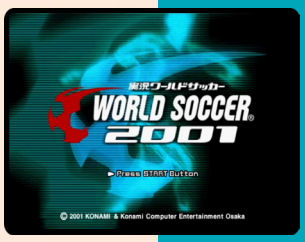
Jikkyou World Soccer 2001



Developer	KCEO
Publisher	Konami
Release date	(jp) September 6, 2001
Genre	Sports
Mode	1-4 Players

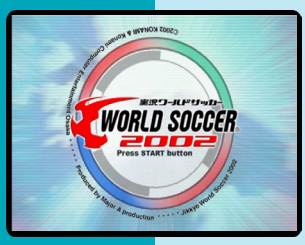
Jikkyou World Soccer 2001 is another Konami soccer game based on the International Superstar Soccer 2 engine.

The game is include player data from 2001. And feature smoother movement of the soccer players and an improved game modes.



7.3

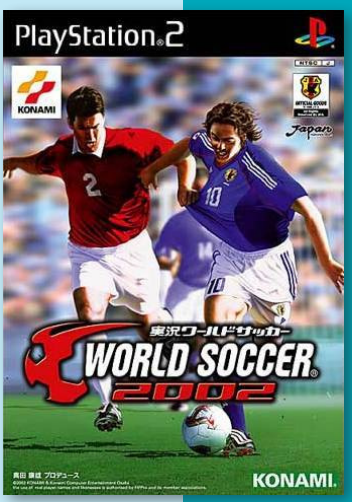
Jikkyou World Soccer 2002



Developer	Konami
Publisher	Konami
Release date	(jp) May 16, 2002
Genre	Sports
Mode	1-4 Players

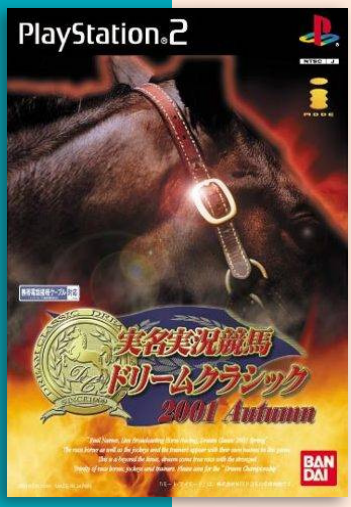
Jikkyō World Soccer 2002 was released in America and Europe as International Superstar Soccer 3. The game was released in 2002 on PS2, along with later releases on GameCube and Xbox. The game features stats and data from the 2002 season.

On release, Famitsu magazine scored the game a 30 out of 40.



Jikkyou Jitsumei Keiba Dream Classic 2001 Autumn

9.0



Developer	Dream Japan
Publisher	Bandai
Release date	(jp) November 15, 2001
Genre	Sports, Simulation
Mode	1 (12) Player

Jitsumei Jikkyou Keiba Dream Classic 2001 Autumn is a horse racing sim from Bandai. The game feature 16 trainers, 60 jockeys and 2000 race horses appear in real names. It corresponds to the 2001 race program. Overseas and regional races are also included, realizing a variety of race programs and not only central horse racing.

J

Jikkyou Jitsumei Keiba Dream Classic 2001 Spring

9.6

Developer	Dream Japan
Publisher	Bandai
Release date	(jp) April 5, 2001
Genre	Sports, Simulation
Mode	1 (12) Player

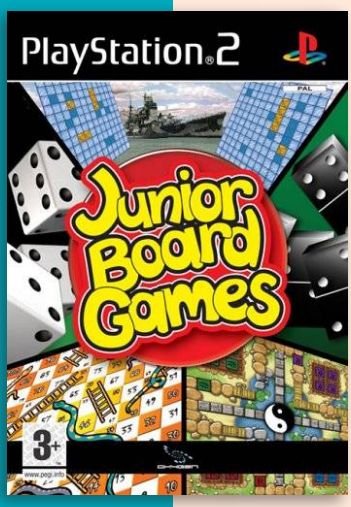
Jitsumei Jikkyou Keiba Dream Classic 2001 Spring continues the a horse racing sim series from Bandai.

In addition to 60 real jockeys such as Taketoyo, the game feature 16 trainers and more than 2000 real race horses. The game corresponds to the 2001 race program.

J

Junior Board Games

3.4



Developer	Mere Mortals
Publisher	Oxygen Interactive
Release date	(eu) November 4, 2004
Genre	Board
Mode	1-4 Players

Junior Board Games is a collection of traditional family games, set in various different settings, like the home and garden. Each of the games features gameplay relevant to its location and content; for example, a game of Battleships is played with toy boats in the bath, whilst Dominoes played in the garden sees ladybirds with their spotted backs becoming the playing pieces.

P

Jikkyou G1 Stable

9.0

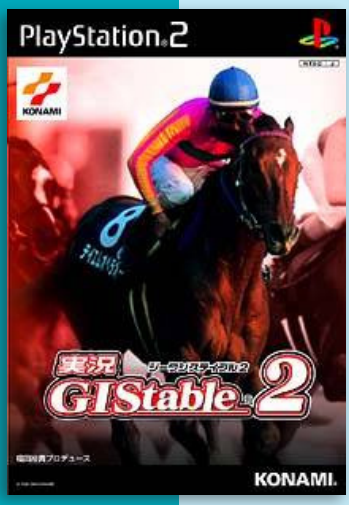
Developer	Konami
Publisher	Konami
Release date	(jp) September 28, 2000
Genre	Sports, Simulation
Mode	1 Player

Jikkyou G1 Stable, also released as the only horse racing game for the Nintendo 64, let players race horse in the G1 group.

In the game the player is in control of the stable and can buy and sell horses, train the horses, choose the ones to run in the races, etc. The game features all the stats and data from the 2000 season.

Jikkyou G1 Stable 2

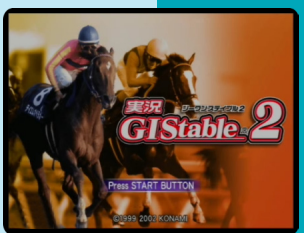
7.5

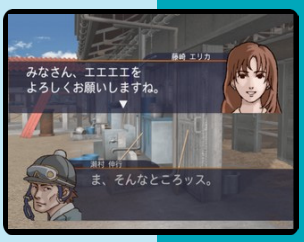


Developer	Konami
Publisher	Konami
Release date	(jp) March 28, 2002
Genre	Sports, Simulation
Mode	1 Player

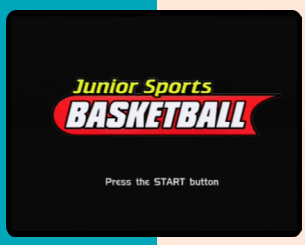
Like the prequel, players train horses to make their living. In order to succeed, they'll need to maintain good relationships with the people in the stable and work together to win a horse race. Famous Japanese jockeys, actual race horses and racing announcer Sugimoto Kiyoshi provide a measure of realism to the equine antics.

"psxdatacenter.com"





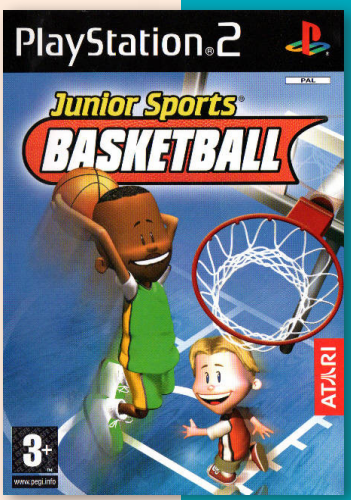
Junior Sports Basketball



Developer	Humongous Entertainment
Publisher	Atari
Release date	(eu) October 22, 2004
Genre	Sports
Mode	1-2 (4) Players

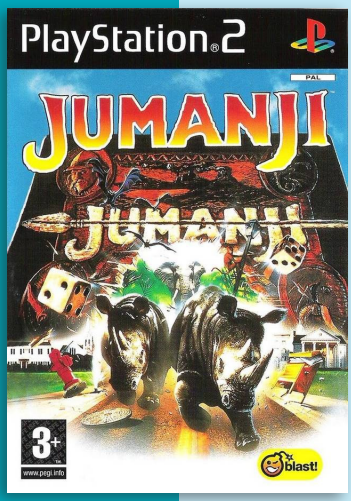
In the game, the children of the world have organised an underground network of Junior Sports leagues, free from the pressures or interference of grown-ups.

The cartoon characters in the game behave differently from time to time - they have good days and bad days, some play better on indoor courts while others play better in the open air, and they always play better on their birthday.



Jumanji

4.4



Developer	Atomic Planet Entertainment
Publisher	Blast! Entertainment Ltd.
Release date	(eu) 2006
Genre	Board
Mode	1-4 Players

Jumanji is a competitive party game for 1-4 players with bots takng the place of any vacant spots. The game plays like a board game, players take turns rolling dice to try and reach the center of the board. Each roll of the dice will result in a mini game being played. Each mini game also has power ups that can affect your score, or other attributes like speed.

As with most games published by Blast Entertainment, Jumanji received massively negative reviews, and was cited as being poorly made. It has even been called a "Cheap Mario Party Clone." Having much less variety with only 12 minigames which repeat often.

"jumanji.wikia.com"

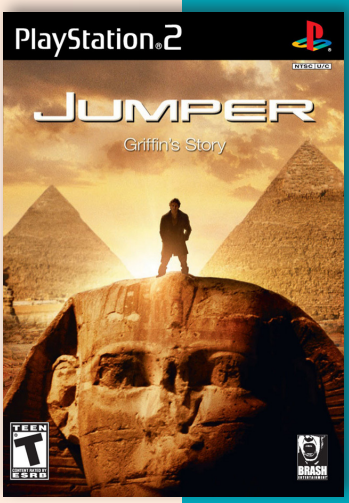
P

Jumper: Griffin's Story

3.4

N P

Developer	Collision Studios
Publisher	Eidos Interactive, (us) Brash Entertainment
Release date	(us) February 12, 2008
Genre	Action
Mode	1 Player



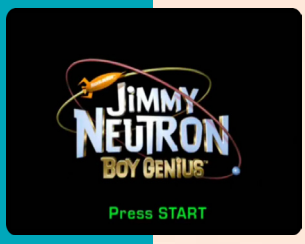
Jumper: Griffin's Story is an extension of the movie, Jumper, that starred Hayden Christensen. This version tells the story of the Jumper, Griffin, which was portrayed by Jamie Bell in the movie and voiced by him in the game, telling the backstory of how he learned of being a jumper and the family tragedy that lead him into war against the Paladins.

The gameplay consists of exploring levels, fighting enemies in hand-to-hand combat or using weapons using the teleport ability to get close enough to enemies and retreating, picking up weapons and using the ability to teleport to other locations to finish off his enemies. There are five different locations to explore: The Colosseum, Griffin's desert lair, Nepal, Tokyo and an experimental laboratory.

"mobygames.com"

Jimmy Neutron Boy Genius

4.0



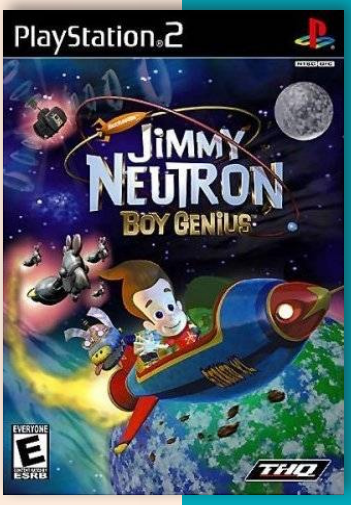
N P

Developer	THQ
Publisher	THQ
Release date	(us) September 26, 2002
Genre	Action-platformer
Mode	1 Player

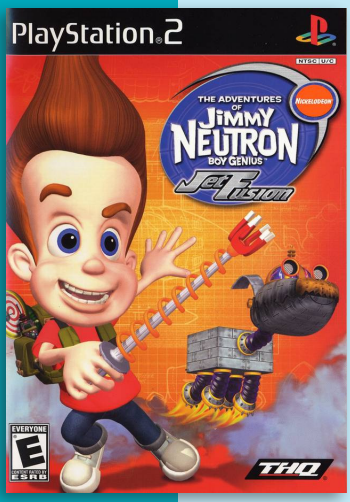
Jimmy Neutron: Boy Genius is 3D game based on the movie of the same name. The game starts with an alien fleet approaching earth seeking to capture Jimmy Neutron. While trying to capture Jimmy, Carl is accidently beamed aboard the alien ship. Jimmy now has to free Carl and other captives from the alien threat.

In the game the player takes control of Jimmy Neutron and has to travel through six levels by completing missions to gather inventions and help defeat the aliens. Collected points (for a higher score) by completing objectives, finding hidden areas and unlocking new inventions. Whenever players find a new invention, they can enter a practice mode to try out the new invention.

"mobygames.com"



Jimmy Neutron: Jet Fusion



Developer	Krome Studios
Publisher	THQ
Release date	(us) September 16, 2003
Genre	Action
Mode	1 Player

The Adventures of Jimmy Neutron: Boy Genius - Jet Fusion is a platforming action game based on the Nickelodeon special of the same name. In the game the player needs to jump, shoot, and collect a variety of objects to create multiple inventions as you traverse level to level solving puzzles, defeating various villains, and even taking control of Jimmy's robot dog, Goddard, with upgrades like riding him as a bike or taking him to the skies.

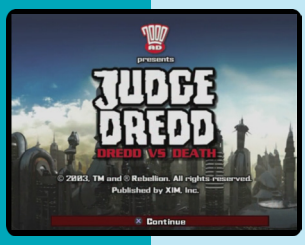
Major and minor inventions exist to enable the players progression through each of the game's five worlds; with the major inventions being crucial to defeat the boss in every world. The minor inventions help Jimmy to defeat the various enemies and obstacles he encounter throughout. All the minor inventions feature a primary and secondary action to further his options for weaponry or to traverse through the various areas he will need to go through to save the world from peril.

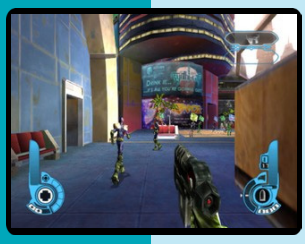
5.0

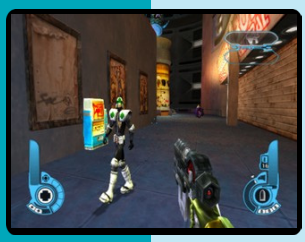
N P

Judge Dredd: Dredd VS Death

5.2







Developer	Rebellion
Publisher	Sierra Entertainment, (us) Evolved Games
Release date	(eu) October 17, 2003
Genre	First-person shooter
Mode	1-2 (4) Players

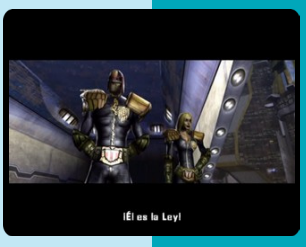
Judge Dredd: Dredd vs. Death is a first-person shooter based on the Judge Dredd character from the 2000 AD comic series.

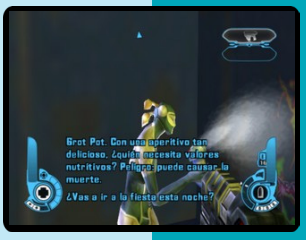
The singleplayer campaign is made up of eleven levels in which the player takes the role of Judge Dredd and battles a series of criminals and undead vampires. Easy, Normal and Hard difficulty levels are available, as well as a cooperative mode.

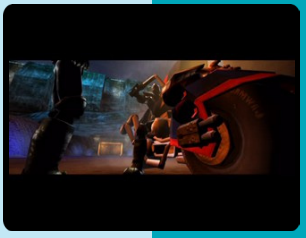
The game features a 'law meter' which gauges the player's adherence to the laws of Mega-City One. This is depleted by firing on those who have not fired first, failing to challenge enemies before firing and firing upon civilians or criminals who have given up. When the meter is depleted entirely the game is over. After each campaign mission, the player is awarded a ranking of Cadet, Rookie, Street Judge, Senior Judge, or Judge Dredd. Completing singleplayer levels also unlocks at least one playable multiplayer character or map, depending on the player's performance.

The game received "mixed" reviews according to Metacritic. Some areas of complaints were weak A.I., lackluster graphics, overly bizarre character models, and simplistic gameplay. However, the game was praised for its multiplayer and arcade mode, which contains over a dozen maps and several playable characters and modes, similar to that of TimeSplitters 2. The arcade mode was also noted as being superior compared to the campaign.

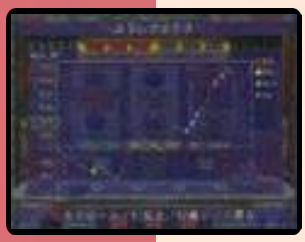
IGN said it *"adds some spice to an otherwise boiled and blanched game"*. IGN concluded, *"Fans of the fiction will finally appreciate a style that keeps its faith, but will wonder how this game could have done its source material the same sort of disservice the decade old movie did"*, negatively comparing it to the 1995 film Judge Dredd. Many game magazine publishers gave early reviews on the game about a year before it was released in the United States.

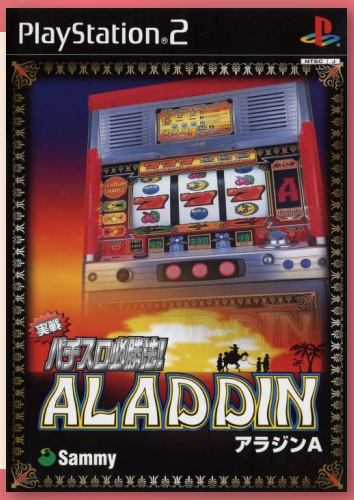






Jissen Pachi-Slot Hisshouhou! Aladdin A





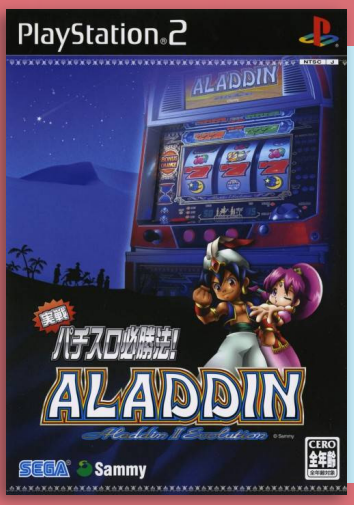
Developer	Sammy Studios
Publisher	Sammy Studios
Release date	(jp) July 18, 2002
Genre	Gambling
Mode	1 Player

The game is a virtual slots game that simulates the 2002 pachi-slot machine Aladdin A.

J

Jissen Pachi-Slot Hisshouhou! Aladdin II Evolution

6.5

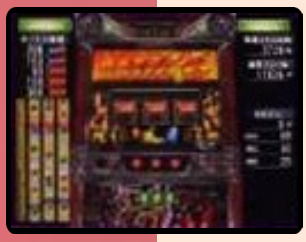


Developer	Sega
Publisher	Sega
Release date	(jp) December 15, 2005
Genre	Gambling
Mode	1 Player

The game simulates the 2005 pachi-slot machine Aladdin II Evolution.

J

Jissen Pachi-Slot Hisshouhou! Hokuto no Ken 2



Developer	Sega
Publisher	Sega
Release date	(jp) October 11, 2007
Genre	Gambling
Mode	1 Player

The game simulates the 2007 pachi-slot machine Hokuto no Ken 2: Ransei Haou-den Tenha no Shou.

J

Jissen Pachi-Slot Hisshouhou! Hokuto no Ken Plus

9.0

Developer	Sega
Publisher	Sammy Studios
Release date	(jp) February 15, 2005
Genre	Gambling
Mode	1 Player

This is the second in the series of Sammy Pachi-Slot game for the PS2.

J

Jissen Pachi-Slot Hisshouhou! Hokuto no Ken SE

Developer	Sega
Publisher	Sega
Release date	(jp) August 3, 2006
Genre	Gambling
Mode	1 Player

This game simulates the 2006 pachi-slot machine Hokuto no Ken SE.

Jissen Pachi-Slot Hisshouhou! Kemono-Oh

Developer	Sammy Studios
Publisher	Sammy Studios
Release date	(jp) October 25, 2001
Genre	Gambling
Mode	1 Player

The game simulates the 2002 pachi-slot machine Mou-juu-oh S.

Jissen Pachi-Slot Hisshouhou! Mister Magic Neo

Developer	Sega
Publisher	Sega
Release date	(jp) April 12, 2007
Genre	Gambling
Mode	1 Player

The game simulates the 2007 pachi-slot machine Mr. Magic Neo.

5.0

Jissen Pachi-Slot Hisshouhou! Moujuu-Oh S

Developer	Sammy Entertainment Inc.
Publisher	Sammy Studios
Release date	(jp) December 19, 2002
Genre	Gambling
Mode	1 Player

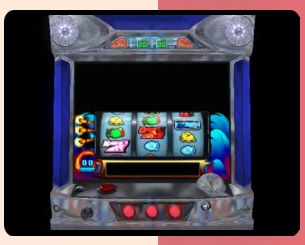
The game simulates the 2002 pachi-slot machine Mou-juu-oh S.

Jissen Pachi-Slot Hisshouhou! Onimusha 3

Developer	Sammy Studios
Publisher	Sega
Release date	(jp) July 14, 2005
Genre	Gambling
Mode	1 Player

The game simulates the 2005 pachi-slot machine Onimusha 3.

Jissen Pachi-Slot Hisshouhou! Ore no Sora



Developer	Sega
Publisher	Sega
Release date	(jp) March 30, 2006
Genre	Gambling
Mode	1 Player

The game simulates the 2006 Rodeo pachi-slot machine Ore no Sora.

Jissen Pachi-Slot Hisshouhou! Salaryman Kintarou

Developer	Sammy Studios
Publisher	Sammy Studios
Release date	(jp) March 20, 2003
Genre	Gambling
Mode	1 Player

The game features a pachinko machine based on the Salaryman Kintarou manga.

Jissen Pachi-Slot Hisshouhou! Sammy's Collection

Developer	Sammy Studios
Publisher	Sammy Studios
Release date	(jp) April 4, 2002
Genre	Gambling
Mode	1 Player

The game features 2 different pachinko machines by Rodeo, IndyJaws and Double Challenge.

Jissen Pachi-Slot Hisshouhou! Sammy's Collection 2

Developer	Sammy Studios
Publisher	Sammy Studios
Release date	(jp) December 25, 2003
Genre	Gambling
Mode	1 Player

The game features the two pachinko machines by Rodeo, Slotter Kintaro RX and Bouncer Whirlwind R.

J

Jissen Pachi-Slot Hisshouhou! Selection: Salaryman Kintarou - Slotter Kintarou - Ore no Sora

Developer	Sega
Publisher	Sega
Release date	(jp) February 14, 2008
Genre	Gambling
Mode	1 Player

The game simulates three pachi-slot machines.

Jissen Pachi-Slot Hisshouhou! Ultraman Club ST

6.0

Developer	Sega
Publisher	Sega
Release date	(jp) March 16, 2006
Genre	Gambling
Mode	1 Player

The game simulates the 2005 pachi-slot machine Ultraman Club ST.

J

Jissen Pachislot Hisshouhou! Savanna Park

Developer	Sammy Entertainment Inc.
Publisher	Sammy Studios
Release date	(jp) June 19, 2003
Genre	Gambling
Mode	1 Player

The game simulates the 2003 pachi-slot machine Savanna Park.

3.5

Jissen Pachi-Slot Hisshouhou: Fist of the North Star

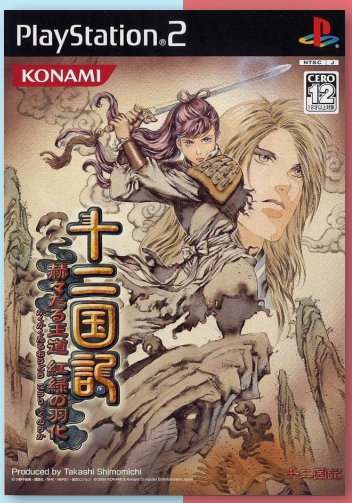
Developer	Sammy Entertainment Inc.
Publisher	Sammy Studios
Release date	(jp) May 27, 2004
Genre	Gambling
Mode	1 Player

Hokuto no Ken is another title in Sammy's long-running Jissen Pachi-Slot Hisshōhō pachi-slot simulation series, this one based on Sammy's own Hokuto no Ken machine, in turn based on the famous Fist of the North Star manga and anime created by Buronson and Tetsuo Hara. It offers an authentic reproduction of the real machine, with the standard array of simulation options allowing the player to set up a variety of situations to practice their technique. A video gallery and a Hokuto no Ken encyclopedia are also included as bonus features.

"mobygames.com"

9.0

Juuni Kokuki: Kakukakutaru Oudou, Kouryoku no Uka



Developer	Konami
Publisher	Konami
Release date	(jp) June 17, 2004
Genre	Role-playing
Mode	1 Player

The game is an adventure role-playing game based on Fuyumi Ono's fantasy books and anime series.

Players take the role of an ordinary high school girl who one day gets carried off to another world where she's made into a Queen.

Jissen Pachinko Hisshouhou! CR Hokuto no Ken

Developer	Sega
Publisher	Sega
Release date	(jp) December 22, 2005
Genre	Gambling
Mode	1 Player

The game simulates the 2005 pachinko machine CR Hokuto no Ken.

Jissen Pachinko Hisshouhen! CR Salaryman Kintarou

Developer	Sega
Publisher	Sega
Release date	(jp) November 30, 2006
Genre	Gambling
Mode	1 Player

The game simulates the 2006 pachinko machine CR Salaryman Kintarou.

7.0

Jissen Pachinko Hisshouhou! CR Sakura Taisen

Developer	Sega
Publisher	Sega
Release date	(jp) September 13, 2007
Genre	Gambling
Mode	1 Player

The game simulates the 2007 pachinko machine CR Sakura Taisen.

Jissen Pachislot Hisshouhou! King Camel

Developer	Sammy Studios
Publisher	Sammy Studios
Release date	(jp) October 2, 2003
Genre	Gambling
Mode	1 Player

The game that simulates the 2003 pachi-slot machine King Camel.

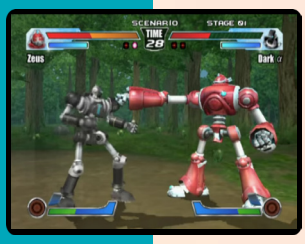
Jissen Pachinko Hisshouhou! CR Aladdin Destiny EX

Developer	Sega
Publisher	Sega
Release date	(jp) May 31, 2007
Genre	Gambling
Mode	1 Player

The game features a complete 3D recreation of the pachinko machine Aladdin Destiny.

Jikuu Bouken Zentrix

7.0



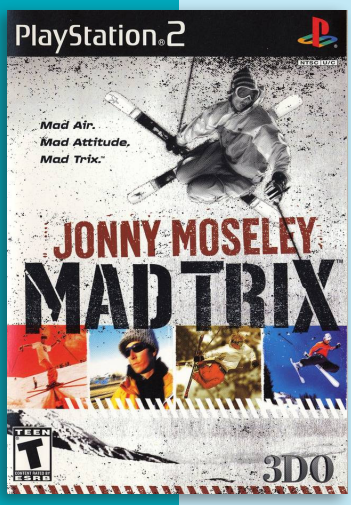
J

Developer	Sting
Publisher	Bandai
Release date	(jp) April 21, 2005
Genre	Action
Mode	1-2 Players

The game is based off the Zentrix cartoon. Following up on the show, the game let players take control over a robot of their choosing in high speed battles. Making use of combos and special attacks, the goal is to bash away at the opponent in one-on-one fights. Players can equip weapons and armor, increasing the robot's stats during battle. Zentrix features a number of modes, both free fighting and story based. In the scenario mode, players play through a series of stages which follow the storyline of the original series and features a number of event scenes. Free battle, survival and training modes are also included.

"psxdatacenter.com"

Jonny Moseley Mad Trix



Developer	3DO
Publisher	3DO
Release date	(us) December 26, 2001
Genre	Sports
Mode	1 Player

4.4

Jonny Moseley Mad Trix is an extreme skiing game, in the vein of Tony Hawk's Pro Skater and Dave Mirra Freestyle BMX.

As Jonny Moseley, or a number of other real-life skiers, players must perform various stunts, of which there are hundreds, to attract the attention of movie studio's, ultimately to film you on runs.

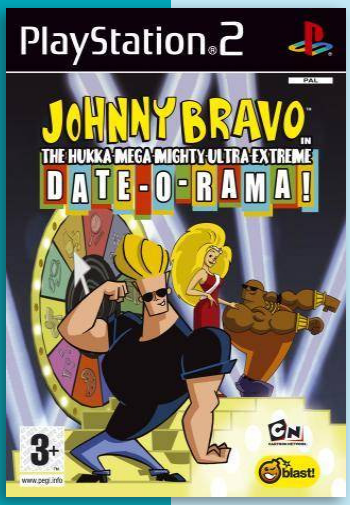
There are two modes of play; Slopestyle, where players can go down hills and perform stunts without any mission goals or other distractions, and Big Mountain, where they perform tricks to star in a ski movie. In Big Mountain mode, players will ski down several real-life mountains, including Everest, Kilimanjaro, and the Alaskan mountains. In Slopestyle, head down fictional environments, like a snowed-in San Francisco, Washington D.C., and Las Vegas.

"mobygames.com"

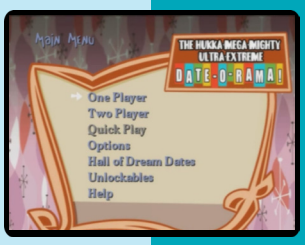
N P

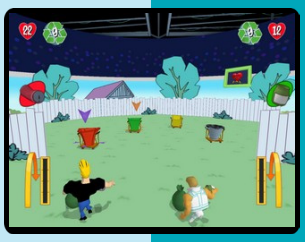
Johnny Bravo: Date-O-Rama!

5.4



Developer	EM Studios
Publisher	Blast! Entertainment Ltd.
Release date	(eu) November 1, 2007
Genre	Action
Mode	1-2 Players





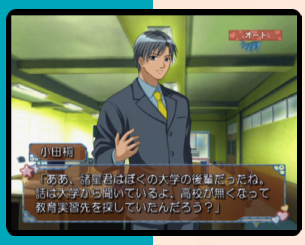
Johnny Bravo: The Hukka-Mega-Mighty-Ultra-Extreme Date-O-Rama is based on the Johnny Bravo TV series.

Players, as Johnny, have to beat opponent in the Muscle Madness weight lifting event and throw rubbish in the recycling bins or straight at the opponents in Taking Out the Trash. Players can also use the Cheese-O-Vac suction gun to vacuum up a plague of mice.

P

Joshikousei Game's-High!!

6.0



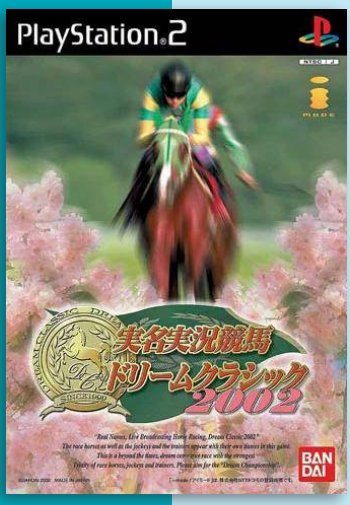
J

Developer	Design Factory
Publisher	Idea Factory
Release date	(jp) September 28, 2006
Genre	Visual novel
Mode	1 Player

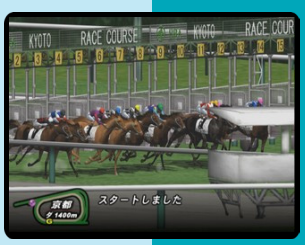
Joshikousei Game's-High!! is based on the High School Girls comedy manga series, by Towa Oshima.

The protagonist is a teacher in training who has come to an all girls high school for three weeks to complete his on-site teaching experience required to become a full teacher. He is the assistant teacher for the 1st year takegumi class, which has many problem children.

Jitsumei Jikkyou Keiba Dream Classic 2002



Developer	Dream Japan
Publisher	Bandai
Release date	(jp) May 23, 2002
Genre	Sports, Simulation
Mode	1 (12) Player

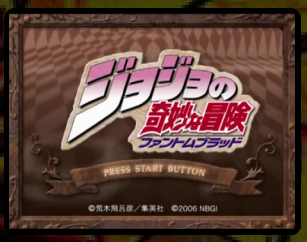


Jitsumei Jikkyou Keiba Dream Classic is a mix between a horse breeding and a racing game where the player takes the role of a horse breeder that at the beginning need to buy horses, while trying to get the perfect horse racing champion. Players can compete in races with their horses, but the gameplay is just simulation and gambling. The player can't control the horse during the races.

J

7.3

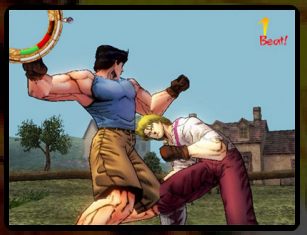
Jojo no Kimyou na Bouken: Phantom Blood



Developer	Anchor
Publisher	Bandai
Release date	(jp) October 26, 2006
Genre	Action-adventure
Mode	1 Player

JoJo's Bizarre Adventure: Phantom Blood is an action-adventure video game adaptation of Phantom Blood. This is the second game for the PS2 that is based on JoJo's Bizarre Adventure and was released to coincide with the 20th anniversary of the series.

Like GioGio's Bizarre Adventure, the gameplay takes place in the form of hand-to-hand battle in a free-roaming arena where the characters can't leave. The game is divided into chapters, in which the playable characters change for each chapter as the story progress.



Next to the character's health there is a bar called Heat Gauge, which fills up while damage is inflicted on enemies and lowers when the player takes damage. When the Heat Gauge is full, the words Heat MAX will flash inside of it, indicating that the player is able to use an Overdrive move. When applying the move, the screen will change to a cinematic of the character performing his distinct attack in a multi-colored background while an empty bar will appear. Filling this bar by quickly circling the left analog stick clockwise will prompt the character to do a barrage of attacks to the opponent while the player needs to tap the square button. If the player doesn't succeed, a less powerful attack will still be delivered and inflict damage. Only Ripple users and Speedwagon (Hammer) are able to use the Overdrive technique.

Various poses from the series are used in the gameplay to increase the Stamina Meter. The Ripple-charged attack can be used. It's depleted each time the Ripple is used by pressing the R1 button. The longer R1 is held, the stronger the Ripple move will be and more Stamina Meter will be depleted. To refill the Stamina Meter, the player needs to perform a pose by holding the X button.

If the player uses the X button after a combo, they can either increase their stats (Defense, Attack or Speed) or recover their health by performing a different pose. Each combo prompts a different increase and pose.

The story mode follows the manga history, step-by-step. The game is heavily composed of cutscenes, with the same voice actors from the Phantom Blood anime movie faithfully re-creating the manga storyline through dialogue in static comic book cinematics and fully 3D rendered cutscenes for key events. The cutscenes take up to 70% of the expected time to finish the game.

It's possible to win fights that, in the original storyline, the main character lost. If the player wins against the bullies or Dio in the boxing match, the dialogue will be different. Losing these battles don't affect the gameplay in any way, prompting the player to normally continue story mode.

After a fight, the game provides the player with a letter grade (S, A, B, C, D & E) based on a score of six categories: Time, Accuracy, Beat, Number of Blocks, Hits Taken and Enemies Killed. If the player wants to retry a chapter, they can do so without needing to go

through Story Mode again. By selecting Chapter Mode on the main menu, the player can freely play any previously beaten chapter.

Museum provides access to Profiles, with descriptions of each one of the 32 characters that were met or defeated in the game, and Theatre, which allows the player to view all of the 80 cinematic cutscenes found in the story mode. Sections that need to be unlocked include:

Extra Battle Mode: Play "Dream Matches" that are not from the original manga.

77 Rings Knight Mode: Based on the 77 Rings challenge, the player must battle 77 enemies in a row in this survivor-like mode

Dio Mode: Play through the game from Dio's perspective. There are battles such as Dio facing the brats that bullied Jonathan and Erina in the beginning of Phantom Blood, showing how they decided to follow Dio's orders in later events. Cutscenes are not present in this scenario and there are some differences to provide extra battles, like Doobie and Adams teaming up to defeat Dio.

The playable characters are all from the Phantom Blood manga, including several unnamed and minor characters. Depending on the mode, players can choose to play as alternate versions of Jonathan and Dio from different points in the story. Each character has their own varied moveset. However, there is not a single mode that allows you to freely select any character. The characters that can be played as are limited depending on the mode and selected battle.

"jojo.wikia.com"

JoJo no Kimyou na Bouken: Ougon no Kaze

7.4

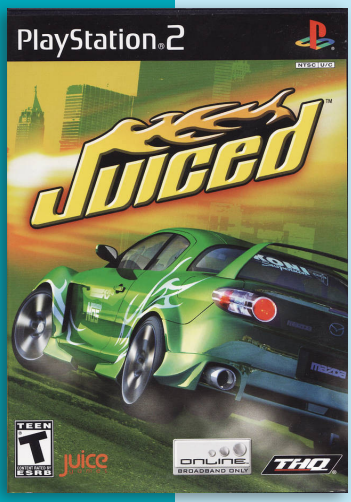
Developer	Capcom
Publisher	Capcom
Release date	(jp) July 25, 2002
Genre	Beat-'em-up
Mode	1 Player

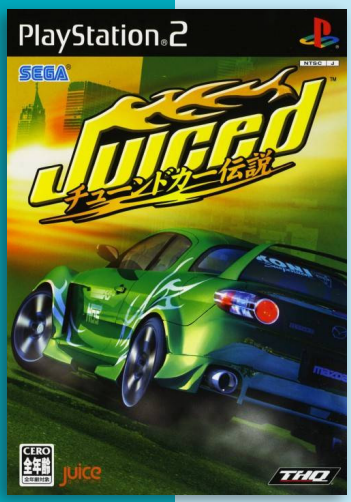
JoJo no Kimyou na Bouken: Ougon no Kaze is an action adventure game made for the PlayStation 2. The game is based on the fifth story arc of Hirohiko Araki's manga series JoJo's Bizarre Adventure, Vento Aureo. Most of the gameplay takes place in the form of hand-to-hand combat. The series' avatars, known as the Stands, aid the characters in battle by giving them combat abilities, as well as special attacks. Puzzles are also a part of the game requiring the use of Stands in order to solve them.

The graphics are similar to other cel-shaded games, like Jet Set Radio. The developer Capcom has utilized a game engine called "Artistoon" in order to create a graphical style similar to Araki's art style in the manga.

Juiced

6.8





J N P

Developer	Juice Games
Publisher	THQ, (jp) Sega
Release date	(us) June 13, 2005
Genre	Racing
Mode	1-2 (6) Players

Juiced is a racing video game by British studio Juice Games for Windows, PlayStation 2, Xbox, and mobile phone.

There are four different racing types:

Circuit (standard racing in a closed track with a certain number of laps)

Point-to-point (standard racing in a track from a point A to a point B)

Sprint (drag race, speed race in a mostly straight line in which automatic transmission is disabled by the game so the player must change from gear to gear manually)

Showoff (timed event in which the player must do stunts in order to score points; the game includes a tutorial for these events, offered right before entering the car selection for the Showoff event and available in Main menu > Extras)

There are not only races in which every racer is a rival, but also crew races comprising two racers from one crew (2 vs 2 vs 2, as well as 2 vs 2), as well as composed of three members of the same crew (3 vs 3). In these races, all of the racers of one same crew must cross the line before any other crew does to win the race.

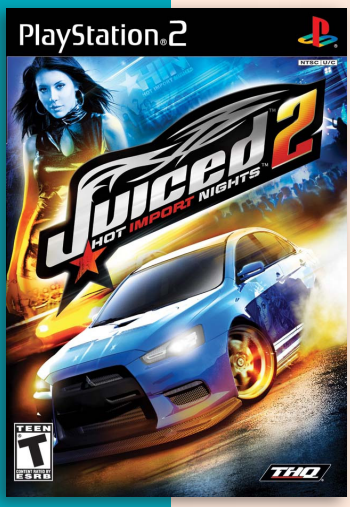
There are eight crews in the game. If a bet is made for the first time with a certain crew, the phone contact of their leader will show up in the player's mobile phone. This is crucial in the game since the crews have a selection of three challenges only accessible through the mobile phone, which are necessary to complete the Carrer mode.

Juiced was originally intended to be published by Acclaim Entertainment, and released for the PlayStation 2, Xbox and PC in late 2004. However, the game was caught up in Acclaim's bankruptcy issues and never released by them. Game magazines around the world wrote reviews on nearly finished copies of the game. It was then picked up by THQ and further delayed as Juice was given more development time to refine the game.

Juiced received "mixed or average reviews" according Metacritic.

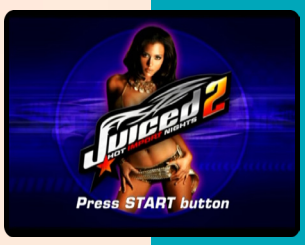
Juiced 2: Hot Import Nights

6.6



Developer Juice Games
Publisher THQ
Release date (us) September 17, 2007
Genre Racing
Mode 1-2 Players

Juiced 2: Hot Import Nights starts off in a night club where the player selects their character and car. Juice Games has decided to remove the racing calendar, the respect system and the drag races. After choosing a character and car, the player will get a list of available races, three of which must be won in order to move up to the next level. Juiced 2 includes three types of racing: Circuit, Destination and Drift races. A new feature in the game is the ability for the player to design their own character.



J N P

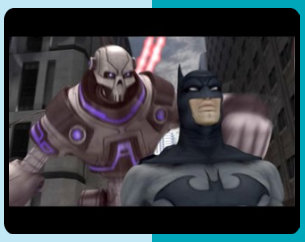
Justice League Heroes

6.8

Developer Snowblind Studios
Publisher Eidos Interactive, (us) Warner Bros. Int. Ent.
Release date (us) October 17, 2006
Genre Action role-playing
Mode 1-2 Players

Justice League Heroes is based on DC Comics' premier superhero team, the Justice League of America. It was developed in conjunction with DC Comics. It is based on the long-running comic book series, (as opposed to other recent Justice League games which are adaptations of other media besides the source material) and was written by veteran comic book and Justice League of America writer Dwayne McDuffie. It uses the Dark Alliance Engine.

The game features most of the best known superheroes from the DC Universe, including Superman, Batman, and Wonder Woman among others. Each level consists of two members of the Justice League battling a variety of villains and their henchmen. When the game is being played by a single player, the player can freely switch between both of the two Justice League members and play as whichever one he or she prefers. In a two player game, the players can only switch which characters they control by mutual consent. There are also initially three difficulties (Easy, Medium, Hard) and then upon completion of Hard, Elite is unlocked, then after that, Superhero is unlocked.



N P

6.3

Junjou Romanchika: Koi no Doki Doki Daisakusen

Developer	Marvelous Entertainment
Publisher	Marvelous
Release date	(jp) November 27, 2008
Genre	Visual novel
Mode	1 Player

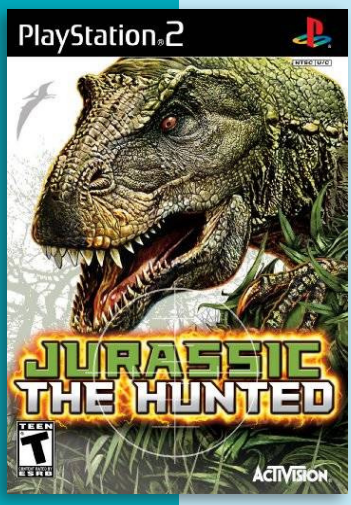
Junjou Romantica - Koi no Doki Doki Daisakusen is a visual novel. In the game the player can choose between one of the 3 couples at the beginning to play each of the three stories. The game also features other possible answers that will be unlocked playing the game.

The Limited Edition features a voice drama cd, a figure and a visual book.

J

Jurassic: The Hunted

6.0



Developer	Cauldron HQ
Publisher	Activision
Release date	(us) November 3, 2009
Genre	First-person shooter
Mode	1-2 Players

Jurassic: The Hunted (previously known as Jurassic Hunter and Jurassic: The Hunter) is a first-person shooter developed by Cauldron HQ and published by Activision. The game was announced on October 16, 2009. The game was released on November 3, 2009 for the Xbox 360, Wii, PlayStation 2, and PlayStation 3 consoles.

Combat encounters include arena style fights, fortification sieges, survival modes and boss battles. Adrenaline bursts give players an edge – this gameplay feature allows the player to visualize and then target an opponent's weak point such as the heart, lungs, brain, ribcage, backbone, liver, and intestines in slow motion.

IGN gave the game a 6.5 out of 10, and criticized the game for its large number of Velociraptor enemies: *"Yes, they were scary in Jurassic Park, but after blasting through your fourth pack of raptors, it simply becomes a nuisance. You couldn't throw in a rampaging Stegosaurus to switch things up?"* IGN also criticized the game's *"muddy"* textures and *"generic"* explosions, but praised its *"Survivor"* mode, and referred to its *"Cheesy B-movie dialogue"* as *"amusing"*.

N

Just Cause

6.7

Developer	Avalanche Studios
Publisher	Eidos Interactive, (eu) Square Enix
Release date	(eu) September 22, 2006
Genre	Action-adventure
Mode	1 Player

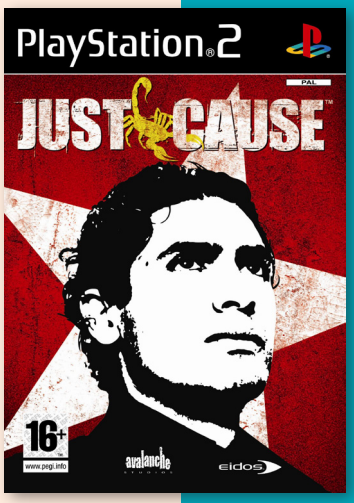
Just Cause is an action-adventure set in an open world environment. It is developed by Swedish developer Avalanche Studios and published by Eidos Interactive, and is the first game in the Just Cause series. The area explored during the game is described as being over 250,000 acres (1,012 km2; 391 sq mi) in size, with 21 story missions and over 300 side missions to complete.

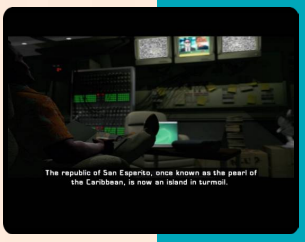
The core gameplay consists of elements of a third-person shooter and a driving game, with a large, open world environment in which to move. On foot, the player's character is capable of walking, swimming, and jumping, as well as utilizing weapons and basic hand-to-hand combat. Players can take control of a variety of vehicles, including cars, boats, fixed wing aircraft, helicopters, and motorcycles. Players can also perform stunts with their cars in which they can stand on the roof and jump to another car, or choose to open their parachute while still in motion on the roof. Other key features of the game include skydiving, base jumping, and parasailing (by latching onto a moving car or boat while one's parachute is deployed).

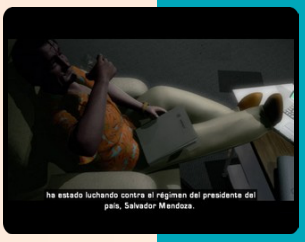
The open, non-linear environment allows players to explore and choose how they wish to play the game. Although storyline missions are necessary to progress through the game, players can complete them at their own leisure. When not taking on a storyline mission, players can free-roam. However, doing so can attract unwanted and potentially fatal attention from the authorities.

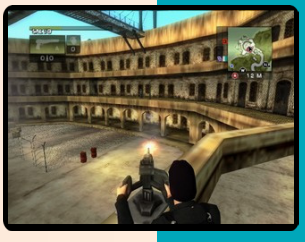
The player can also partake in a variety of optional side missions, for example, liberating a village or taking over a drug cartel hideout. These are necessary to gain points with certain factions.

The game received "average" reviews, according to Metacritic. IGN noted that the gameplay of the lacked depth and that the side quests are boring and repetitive. The game suffers from its share of bug-related issues though, as noted by many reviewers, who felt the game may have been *"rushed"* to market without sufficient time to fix certain problems.









PREHISTORIC THEME PARK

by: PlayStation 2 Official Magazine (AU) 2002 April #01

***Jurassic Park: Operation Genesis* opens its gate to the PS2 public.**

UNIVERSAL INTERACTIVE HAS announced that it will release *Jurassic Park: Operation Genesis*, in which players can build their own Jurassic theme park. The game will feature elements of a park management sim, but also include various action sequences.

Jonathan Eubanks, Senior Producer at Universal Interactive Studios, explains. "You design your park and place every physical and man-made feature into it, like rivers and trees, and cages for the dinosaurs. However, because we know that some people out there might want a bit of action, we've created 12 preset scenarios which you have to enter and take control of." Eurobanks is particularly excited about the graphical quality of the main attraction of your park - the dinosaurs. "They're like nothting you'll ever see. They're awesome! In fact many of the other departments at Universal were so impressed they've been asking to use them, too!"

Staying true to the lessons seemingly never truly learned by the films - the caging angry tyrannosaurus rexes and speedy raptors usually ends in unmitigated disaster - if you mismanage your park, be it financially, or just by being an unpleasant boss, the prehistoric reptiles will get out. In a park full of visitors this spells carnage. Which is where the action element comes in, as you attempt to tranquillize or trap any loose creatures before they create too much mayhem.

Management or god sims like this tend to be more commonplace on the PC where the mouse and keyboard interface offers an ideal control system. However, Eurobanks is quick to reassure us that UI have taken this into account. "It might be in the same vein as PC titles like *The Sims*. But *Jurassic Park: Operation Genesis* has been developed specifically with consoles in mid. This means that all the menus and controls will be perfectly suited for navigation with a joypad."

Judging by the success already enjoyed by similar titles like *The Sims* and the ongoing box office dominance of the *Jurassic Park* film series, we can only imagine that *Project Genesis* will be a popular Christmas present when it's released at the end of the year.

DREAM IT. BUILD IT. SURVIVE IT.

- The powerful world-building engine allows you to easily build the Jurassic Park of your dreams.
- Test your skill in 12 intense missions, including visitor rescue and stopping a dino rampage.
- Breed and care for more than 25 types of dinosaurs in the hatchery and in the field.
- Discover all the amazing sights of your park with the multiple view mode including Ranger Cam, Chopper Cam, Safari View and Visitor View.

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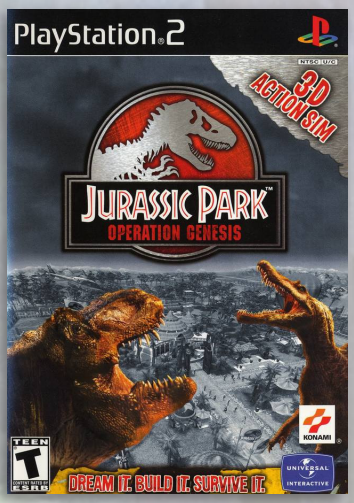
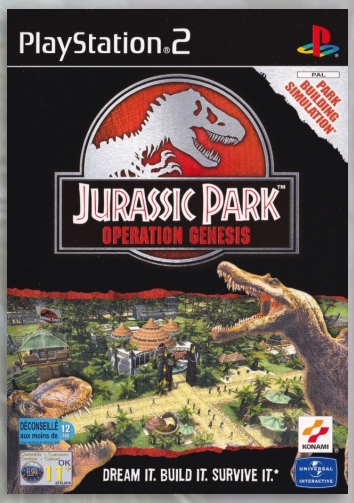




J N P

Jurassic Park: Operation Genesis

Developer	Blue Tongue Entertainment
Publisher	Konami, (us) Vivendi Universal Games
Release date	(us) March 25, 2003
Genre	Simulation, Strategy
Mode	1 Player

Jurassic Park: Operation Genesis is a construction and management simulation based on the Jurassic Park series. It was released for Windows, Xbox, and PlayStation 2.

The player's main objective is to create a theme park/zoo featuring dinosaurs, make it popular, and make it safe with a 5-star rating. Gameplay functions are very similar to the SimCity and Tycoon game models. It is necessary to build feeding stations where herbivores can get bales of plant feed, while carnivores are fed live cows or goats. However, herbivores become unhappy if they don't have enough trees around them or enough nearby dinosaurs to socialize with. Likewise, carnivores have an innate desire to hunt other dinosaurs, so even a constant stream of livestock will not keep them happy.

To create a dinosaur, fifty percent (50%) of the particular dinosaur's DNA is needed. The higher the percentage of DNA, the longer that dinosaur will live, unless it dies by means other than natural causes, such as malnutrition or being attacked by another dinosaur. To obtain a dinosaur's DNA, the player must extract it through fossils or amber. Higher quality specimens will yield more DNA.

To obtain fossils and amber, the player must send a fossil-hunting team to dig in one of nine dig sites around the world. Additional dig teams can be purchased later in the game. Each dig site contains fossils from three particular dinosaurs. Fossils of some dinosaurs, such as Brachiosaurus, can be found in more than one dig site. The chance of finding fossils depends on the quality of the site. There are 6 classifications on the quality of a dig site, ranging from "excellent" to "exhausted." It is still possible to find fossils and amber at sites that have been exhausted, although they are often of low quality with little DNA to provide. Valuable items such as silver, gold, or opal are also discovered infrequently by the dig team(s), and can be sold for profit.

Attractions help make the park popular, and increase its rating power and income when correctly configured. Attractions must be researched before they can be constructed, and include the Balloon Tour, Safari Adventure and Viewing Dome. Viewing Vents and Viewing Platforms do not need to be researched. The Safari Tour and Balloon Tour attractions allow for the player to "take over" the ride for the purpose of park exploration and photography, but only when a visitor in the game is using it. The player may also observe the dinosaurs from the Viewing Dome, Viewing Vent, and Viewing Platform.

Amenities such as restrooms and restaurants are needed for visitors. Additional buildings such as a gift shop and a resting area must be researched before the player can add them into the park. Vaccines for diseases–such as tick infestation, gastric poisoning, rabies, and Dino Flu–must be researched before a sick dinosaur can be treated for a particular illness.

There are a total of 25 dinosaurs featured in the game, some of which

were featured in the films. The dinosaurs are divided into four main subgroups. Small Herbivores such as Gallimimus and Pachycephalosaurus are easy to care for and do not take up much space, but are not as popular with guests. Large Herbivores such as Brachiosaurus and Triceratops are very popular with visitors and do not require expensive fences, but need large spacious exhibits. Small Carnivores such as Dilophosaurus and Velociraptor do not generally need tight security like their larger counterparts, but can still harm guests if they escape. Large Carnivores such as Tyrannosaurus rex and Spinosaurus are the most popular dinosaurs in the game, but require large exhibits with high security fences and are prone to rampaging when stressed.

The game has 10 missions the player can complete. In some websites like IGN and GameSpot, early previews indicated that there were originally to be 12 missions. There are about three or four general types of missions, including taking photographs of dinosaurs to try to rack up a certain amount of points from the photos in a safari mission and dinosaur control missions where the player has to retire the carnivores (preferably large ones) to protect the herbivores.

After all the missions are completed, the "Site B" mode is unlocked, which allows the player to create an island without any fences or buildings for people, similar to Isla Sorna in The Lost World: Jurassic Park and Jurassic Park III. Visitors are not allowed on the island. The player can place up to eight hatcheries and create up to sixty dinosaurs, which live on the island without diseases or the possibility of becoming stressed. As long as they have food, water and living space, the player can simply watch the dinosaurs interact and live out their lives.

Development of the game began in 2001, and lasted 22 months. Early in development, a total of 40 dinosaurs were planned for inclusion in the game. This number was later reduced to 25 due to scheduling issues, as well as the developers choosing to focus more on fewer dinosaurs that were well-known from the Jurassic Park films. Marine reptiles and pterosaurs were among those removed from the game. The developers conducted research into the behavior of dinosaurs whose behavior had not been specified in the films. Bird sounds were used for some dinosaurs that did not appear in the films.

The game was first announced as Jurassic Park: Project Genesis on February 19, 2002, with the game's release set for the fourth quarter of 2002. Baby dinosaurs were being planned midway through development. They were scrapped for scheduling reasons; implementing them would have required the creation of new models and A.I. This ended plans for a dinosaur petting zoo. Buildings such as a hotel, a hunting platform and a dinosaur vet station were removed from the final game due to design decisions, as well as memory constraints presented on the console versions. Ten original music tracks were written for the game; they were performed by the Melbourne Symphony Orchestra. Two tracks from Jurassic Park composer John Williams were also included in the game.

In October 2002, the game's official title was unveiled, with the release date being pushed back to the first quarter of 2003. At that time, a Nintendo GameCube version of the game was planned for release in the third quarter of 2003. In April 2003, Blue Tongue confirmed that the GameCube version had been cancelled, as the development team chose to focus on the PC, PlayStation 2, and Xbox versions instead.

Jurassic Park: Operation Genesis received a "Silver" sales award from

ELSPA, indicating sales of at least 100,000 copies in the United Kingdom.

According to Metacritic, the Windows and Xbox versions received "Mixed or average" reviews, while the PlayStation 2 version received "Generally favorable" reviews.

Electronic Gaming Monthly offered praise for the game's missions, but also wrote that the game *"may be too complex for some [...] getting e-mail notices and warnings every 10 seconds doesn't help [...] you can see the long-term fun is doomed for extinction. Sure, you get a lot to do, but not many ways to do it. You raise all the dinos the same way; you have the same limited park amenities and research options game after game; and you won't experience anything new after playing through an open-ended game once."*

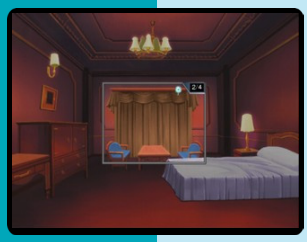
Matt Helgeson of Game Informer called the PlayStation 2 version *"one of the best console business sims I've ever played."* GamePro and Entertainment Weekly praised the game's use of John Williams' Jurassic Park theme.

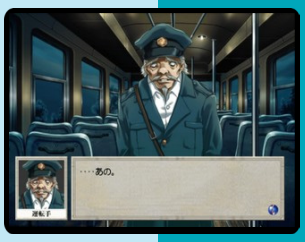
Reviewing the PlayStation 2 and Xbox versions, IGN praised the game's camera system, but criticized the ability to control the game's Land Cruisers and helicopters, saying they *"aren't as engaging as they should be."* IGN also noted the graphics to be, *"Repetitive and bland"*. Joe Rybicki of Official U.S. PlayStation Magazine wrote, *"I have exactly one complaint: It only took me about eight hours or so to get a 5-star rating, effectively beating the main area of the game. So, it may be a bit too easy for veterans of the genre. But with so much else to do, that's hardly a serious issue."*

Because of the PC version's modular file structure, the game is very easy to modify with nothing more than a regular text editor. It is possible to create almost completely new missions, exercises, dinosaurs, dinosaur designs, new visitor appearances, and play options.

Thanks to the open ended design, a small community of fans have come together to improve realism, unlock unreleased features, and design new features to be included. A group of people have formed the Community Expansion Project and the Genesis Expansion Project, which takes previous modifications and designs new ones for release in a patch for the overall community. The team's main aim is to recreate the dinosaurs to be as realistic as possible, mainly expanding and creating new behavior. Two other modification sets, the Film-Canon Mod (FCM) and Novel-Canon Mod (NCM), are from a Jurassic Park fansite called "Jurassic Park Legacy" (JPLegacy.org). The NCM includes dinosaur designs and islands based on the Jurassic Park novels. The FCM includes film-based dinosaur designs, music, sounds, and islands. Since the release of the first expansions, many others have appeared, with increased sophistication to make the game more realistic, like the PMEP and the upcoming PMEP V2, as well as Advanced Operation Genesis, which adds completely new models.

Juujimoto Ripputai Sypher: Game of Survival





Developer	Abel Software
Publisher	Abel Software
Release date	(jp) June 28, 2007
Genre	Visual novel
Mode	1 Player

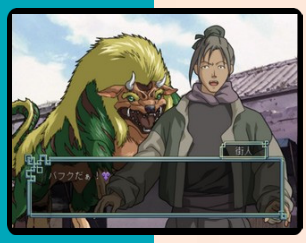
Juujimoto Ripputai Sypher - Game of Survival is a real time mystery adventure game that was originally released for Windows as an adult game and later ported to Playstation 2 & PSP consoles, removing the adult parts.

In the game the player character, Takuto Fujishiro, and 11 other people are part of some clinical study, and all have to live in a dark two-stores mansion with all the windows shut closed with wooden planks during a week, but what started as an experiment soon turned into a dangerous mystery when murders start happening.

To advance in the game the player have to examine, use items and talk to the characters in the different places of the mansion. The conversations sometimes happen suddenly and in most of the cases the player have to move to where a character is to talk to him (or her).

"psxdatacenter.com"

Juuni Kokuki: Guren no Shirube, Koujin no Michi



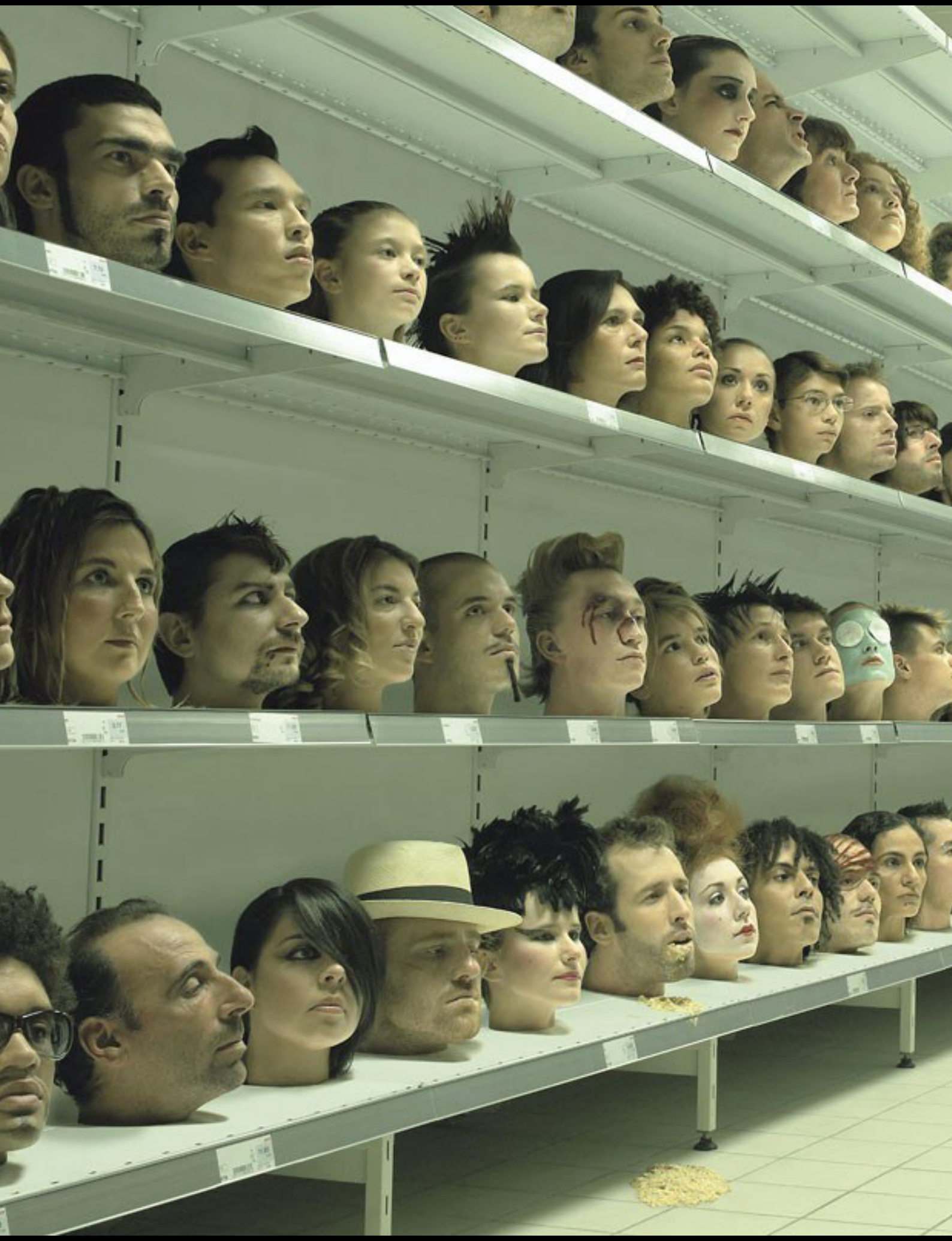
Developer	Konami
Publisher	Konami
Release date	(jp) August 28, 2003
Genre	Adventure, Role-playing
Mode	1 Player

Juuni Kokuki: Guren no Shirube, Koujin no Michi is based on The Twelve Kingdoms series of Japanese light novels by Fuyumi Ono and Akihiro Yamada.

The game follows Yoko's journey to becoming Empress of Kei. While classified as an RPG, it is often described as an adventure game.

The game was re-released in Konami's The Best lineup on June 9, 2004. Yoko is capable of summoning Keiki's Shirei into battle as well as having additional party members.

"psxdatacenter.com"



网易游戏频道
GAME.163.COM

K-1 Premium 2004 Dynamite!!

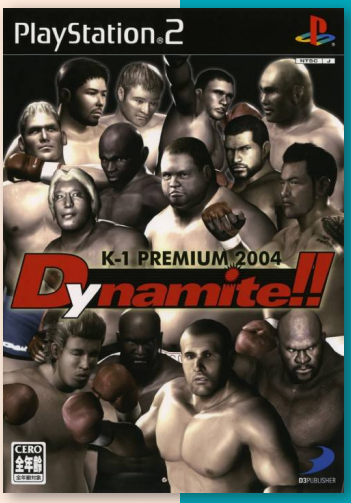
7.5

J

Developer	D3Publisher
Publisher	D3Publisher
Release date	(jp) December 22, 2004
Genre	Sports
Mode	1-2 Players

K-1 Premium 2004 Dynamite!! is a martial-arts fighting game based on the annual kickboxing and mixed martial arts event held by K-1 on New Year's Eve at the Osaka Dome,

The game features many real-life martial arts experts who could compete under K1 rules or modern Mixed Martial Arts rules.



K-1 World GP 2005

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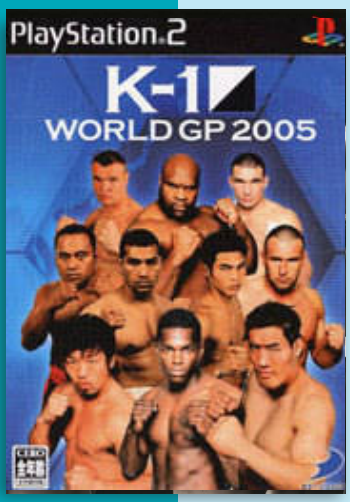


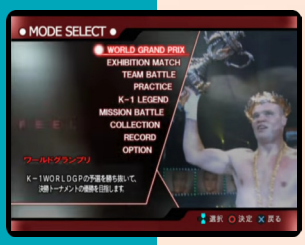
Developer	D3Publisher
Publisher	D3Publisher, (eu) D3Publisher of Europe, Ltd.
Release date	(jp) December 1, 2005
Genre	Sports
Mode	1-2 Players

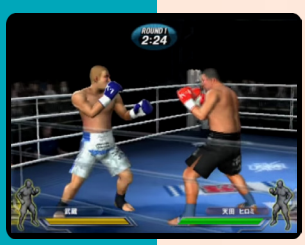
The game is a fighting game where players lead their fighter from the preliminaries all the way to the championship. Twenty pro fighters are included in the game, although players can create their own custom fighter using new skills that they earn as they play. The fighting system includes an adrenaline gauge which builds up as players incur damage. Using this, they can unleash an Overdrive Attack to get out of tough spots.

J

K-1 World GP 2006

6.9



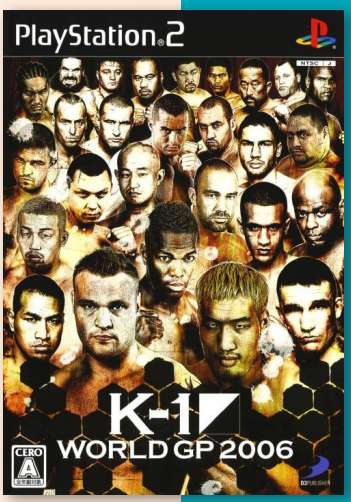


J

Developer	D3Publisher
Publisher	D3Publisher
Release date	(jp) November 22, 2006
Genre	Sports
Mode	1-2 Players

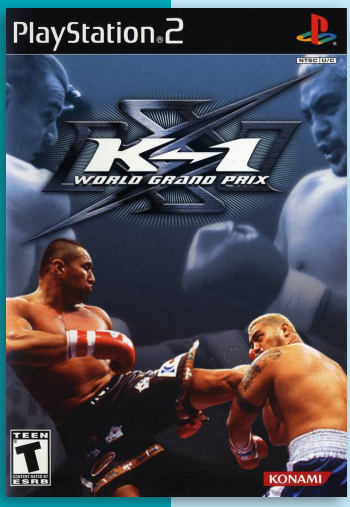
K-1 World Grand Prix 2006 includes several fighters making their appearances in 2006, to make a total of more than 25 fighters. In addition, the realistic style of the series is retained, with every fighter's trademark moves presented in their entirety, along with content like private photographs, entrance songs and match photographs of the fighters to reward players.

"pcsx2.net"



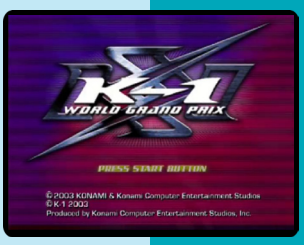
K-1 World Grand Prix

6.7



Developer	Konami
Publisher	Konami
Release date	(jp) November 28, 2002
Genre	Sports
Mode	1-2 Players

K-1 World Grand Prix features over 20 real-life fighters, each of whom performed their own motion capture to deliver signature moves. The game feature several game modes, including Grand Prix, Champion's Revolution, Exhibition, Trial, Revival and more. Each region (Head, Body, Legs) wears and recovers differently - players can take out the opponent's legs by wearing them down round-by-round, or go for the head for a quick knockout.



J N

K-1 World Grand Prix 2001

5.5

J

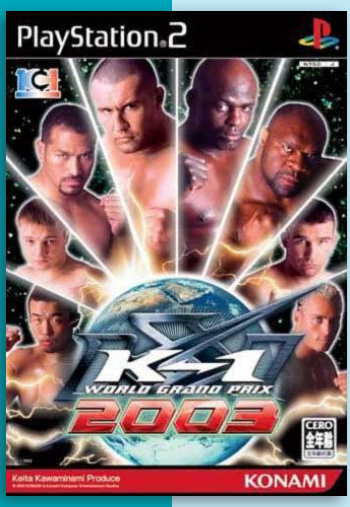
Developer	KCEJ
Publisher	Konami
Release date	(jp) December 6, 2001
Genre	Sports
Mode	1-2 Players

Originally scheduled to be developed by the long-time programmers at Xing Entertainment, K-1 World Grand Prix 2001 was instead handled by Konami OSA after Xing left the videogames business.

The first PS2 K-1 title features 18 different fighters from the mixed martial arts promotion and feature several different modes of play such as Exhibition and the Grand Prix tournament itself.

K-1 World Grand Prix 2003

8.8



Developer	Konami
Publisher	Konami
Release date	(jp) November 27, 2003
Genre	Sports
Mode	1-2 Players

K-1 World Grand Prix 2003 features over 20 real-life fighters with new additions for 2003 Bob Sapp, Martin Holm & Michael McDonald, each of whom performed their own motion capture to deliver signature moves and celebrations.

The game feature several game modes, including Grand Prix, Champion's Revolution, Exhibition, Trial, Revival and more.

J

8.0

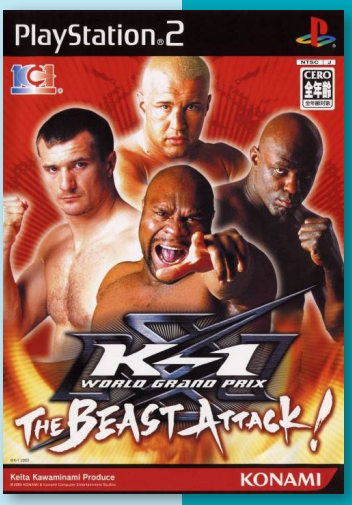
K-1 World Grand Prix: The Beast Attack!

J

Developer	Konami
Publisher	Konami
Release date	(jp) July 31, 2003
Genre	Sports
Mode	1-2 Players

K-1 World Grand Prix: The Beast Attack! is a Kickboxing game, published by Konami, which was released in Japan in 2003.

The game is the sequel to World Grand Prix, featuring 9 different play modes and 23 playable fighters.



K.O. King

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) November 3, 2006
Genre	Sports
Mode	1-2 Players

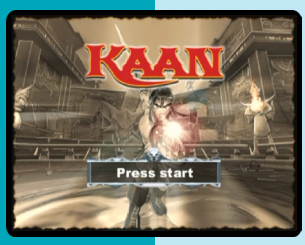
K.O. King is a one or two player boxing game where players fight for the world championship title. It was developed and published by Phoenix Games, which was released in Europe in 2006.

The game was released as a budget title and, like most Phoenix games, has a few faults, like unresponsive controls and glitches.

P

2.6

Kaan: Barbarian's Blade

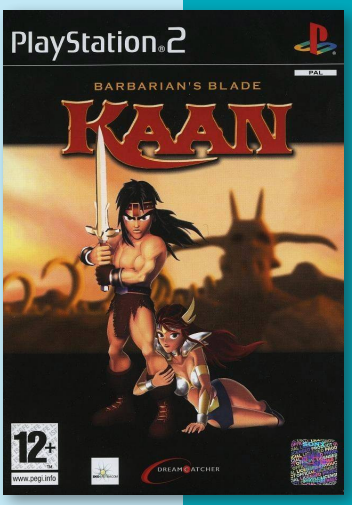


P

Developer	Eko System
Publisher	DreamCatcher Interactive
Release date	(eu) February 13, 2004
Genre	Action-adventure
Mode	1 Player

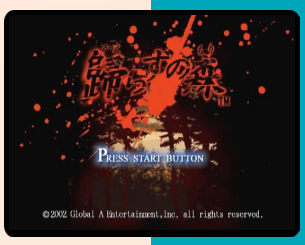
Kaan: Barbarian's Blade is a 3D action game in which the titular protagonist must recover the stolen Orb of Hope from an evil sorcerer.

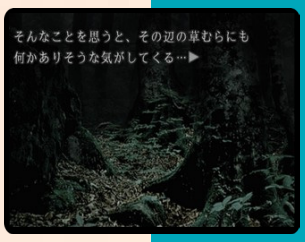
The hero travels to various locations, from the great Asaquan to the Syrkonian lands, and fights his way through foes including skeletons, sorcerers, bear-men and huge monsters. To recover the stolen artifact Kaan will need to master different weapons, each with its unique attacks.



Kaerazu no Mori

8.0





Developer Global A
Publisher Global A
Release date (jp) December 26, 2002
Genre Adventure
Mode 1 Player

Kaezaru no Mori: The game is a horror adventure that begins in a small town high school when Tatsuya the main hero and his two friends decide to enter deep into the forest in the search of his missing classmate (after hear her voice since it seems that Tatsuya got psychic powers). But things won't be as easy as they though since they will find ghosts, corpses and other perils until they can survive that night.

"psxdatacenter.com"

Ka 2: Let's Go Hawaii

7.0

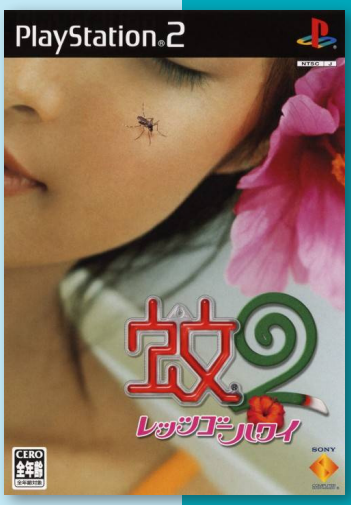
Developer Zoom
Publisher SCEI
Release date (jp) July 3, 2003
Genre Third-person action
Mode 1 Player

Ka 2 is the Japanese-exclusive sequel to Mister Mosquito. Once again, the player assumes the role of a mosquito that must drain human blood to survive. This time, there's a choice between American and Japanese mosquitoes, each attacking a family of its nationality.

The player controls the mosquito, flying around the room where the victim takes a rest. When approaching the human, the possible target areas on the body glow green. When the insect lands on those places, a small zoom screen shows the exposed skin and the mosquito ready to attack. Pressing the analog button makes the bug bite the victim, and moving the analog control fast starts the pumping action, where a syringe starts to slowly fill with blood. The danger of the human swatting the bug increases as the skin surrounding the bite gets more red.

Sometimes the human gets up and starts to search for the mosquito. Green beams shine forth from the eyes, and the player must maneuver the insect out of its reach. When engaging in battle mode, the mosquito must bite certain body parts to decrease the human stress shown at the bottom of the screen.

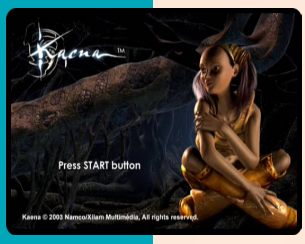
"mobygames.com"

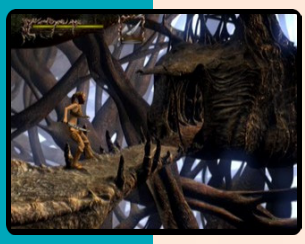


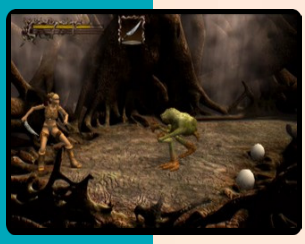
Limited Edition

8.0

Kaena







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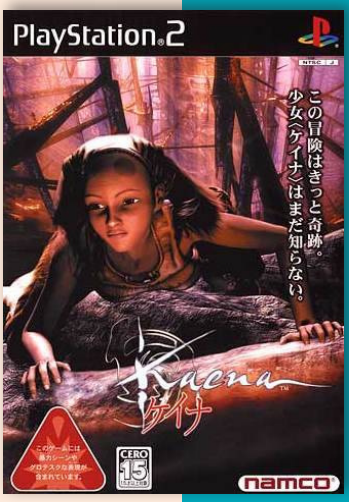
Developer	Xilam
Publisher	Namco
Release date	(jp) April 15, 2004
Genre	Action-adventure
Mode	1 Player



Kaena is based on the French computer graphics movie Kaena: La Prophétie (Kaena: The Prophecy), that was released in Europe in 2003.

Kaena is a girl who lives on an alien planet called Astria. In the middle of the planet stands a giant tree called Axis, and its sap is vital to the planet's inhabitants. Lately, the sap has been rapidly running out for an unknown reason. Kaena sees a dream in which Axis is calling her for an important mission. The village people don't believe her, but Kaena firmly decides to venture inside of Axis and to find out what is going on. Another motive that drives Kaena is the disappearance of Essy, her best friend's nine-year old brother.

The game has plenty of combat with various alien monsters. Players attack enemies in real time with their weapons, and can also perform stronger combos by pressing several buttons in a row. Once defeated, the enemies randomly drop little spheres of three different kinds. The first kind is used to upgrade Kaena's weapon and to make it more powerful, the second raises her berserk meter (when it is full, she can perform a particularly strong attack), the third heals her. The game has a static camera with pre-rendered backgrounds, and character-based controls.

"mobygames.com"

8.1

Kaido Racer

J P

Developer	Genki
Publisher	Konami, (jp) Genki
Release date	(jp) February 26, 2004
Genre	Racing
Mode	1-2 Players

Kaido Racer is a fast-paced racing title that recreates highly dangerous courses from some of Japan's most famous mountain regions.

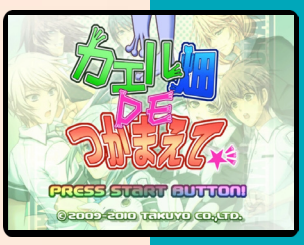
The game features a roster of 149 licensed vehicles, including Nissan, Subaru, Honda, and Alfa Romeo. Players can compete in a series of Battle Modes to earn cash for new upgrades and vehicles

Kaeru Batake de Tsukamaete

Developer	Takuyo
Publisher	Takuyo
Release date	(jp) April 28, 2010
Genre	Visual novel
Mode	1 Player

The story is about a girl named Sagano Fuu who is in the broadcasting club. The club decide they're out of stuff to talk about so they go out looking for the 7 wonders of the world. They stumble upon a frog shrine and manage to break a stone disk inside of it. The frog god curses them and they all turn into frogs. To return to their human form, they need to clean and take care of the shrine and the eco system.

"psxdatacenter.com"



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Kaeru Batake de Tsukamaete: Natsu Senbokuryou Sansen

J

Developer	Takuyo
Publisher	Takuyo
Release date	(jp) December 28, 2010
Genre	Visual novel
Mode	1 Player

Kaeru Batake de Tsukamaete: Natsu Senbokuryou Sansen is a fandisc/side story. The game takes places in summer. It includes an after stories for each of the guys and "gaiden story" set in an alternative dimension.

The game also features 2 different card games and a puzzle mini game.

"psxdatacenter.com"

Kaitou Apricot Kanzenban

4.7

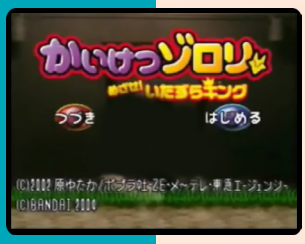
Developer	Takuyo
Publisher	Takuyo
Release date	(jp) January 20, 2005
Genre	Visual novel
Mode	1 Player

Kaito Apricot is an otome visual novel. The plot centres around Anzu Mochizuki, an average high school student. On the day of her 17th birthday, her mother tells her that she is the successor of the family's title as thieves and that she is the next Thief Apricot. She'll have to combine her two lives and meet boys that will make her think which of the two sides of her life she should choose.

"psxdatacenter.com"

J

Kaiketsu Zorori: Mezase! Itazura King



Developer	Bandai
Publisher	Bandai
Release date	(jp) April 28, 2004
Genre	Eye-toy, Mini-games
Mode	1-4 Players

Kaiketsu Zorori: Mezase! Itazura King is a an Eye-Toy game based on a Japanese children's book series created by Yutaka Hara.

The game was developed and published by Bandai, which was released in Japan in 2004.

Kaiketsu! Osabakiina

8.0

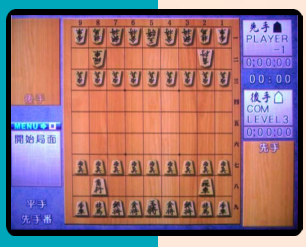
Developer	Kid
Publisher	Kid
Release date	(jp) July 29, 2004
Genre	Visual novel
Mode	1 Player

Kaiketsu! Osabakiina is based on Osabakina, a character from a Japanese radio drama. The player is the newbie manager whose goal is to make Osabakina into a big idol. Osabakina is portrayed by voice actress Nana Mizuki, who also acts as producer for this game - as her first game project.

The game features the usual interactive dialogue sequences in which the choices change the players path.

Kakinoki Shogi IV

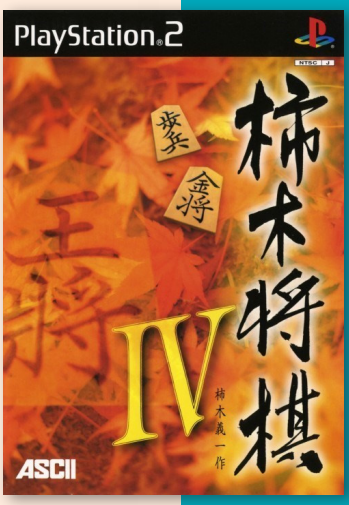
9.5



Developer	ASCII Entertainment
Publisher	ASCII Entertainment
Release date	(jp) March 4, 2000
Genre	Board
Mode	1-2 Players

Kakinoki Shogi IV is a board game, developed and published by ASCII Entertainment, which was released in Japan in 2000. It was released as one of the Japanese launch titles for the PlayStation 2.

The game emphasizes the conservative look and pace of the shogi board game.

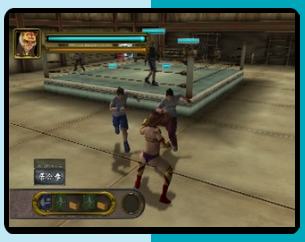


Kakutou Bijin Wulong

4.9

Developer	DreamFactory
Publisher	Namco Bandai Games
Release date	(jp) June 22, 2006
Genre	Beat'em-up
Mode	1-2 Players

Fighting Beauty Wulong is an beat em' up based on the manga by Yugo Ishikawa. The single-player story follows the plot of the anime unchanged, giving the player a chance to take part in fights from the original series. The game itself is a 3D beat-'em-up style brawler, and the goal of each stage is to simply defeat every enemy. The player character, Ran, has a wide variety of different fighting techniques and different fighting styles.



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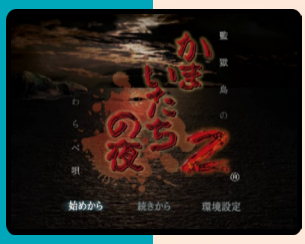
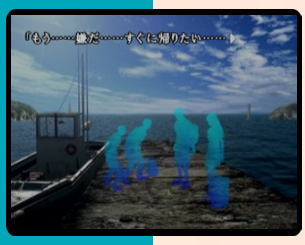
Kamaitachi no Yoru 2

8.5





J

Developer	ChunSoft
Publisher	ChunSoft
Release date	(jp) July 18, 2002
Genre	Adventure
Mode	1-2 Players

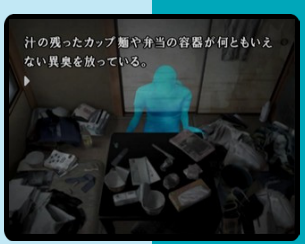
Kamaitachi no Yoru 2 is of murder mystery adventures. All of the characters are displayed as silhouettes while the background graphic used for locations is photo realistic. The game takes place in a villa on a deserted island of Mikadzuki. The creator of Kamaitachi no Yoru invited all the people he has based his characters on. Upon their arrival they find out the host is nowhere to be found, and someone is killing the guests one by one.

Kamaitachi no Yoru 3

8.3

Developer	ChunSoft
Publisher	Sega
Release date	(jp) July 27, 2006
Genre	Adventure
Mode	1 Player

In the new third game, Toru Yajima and Mari Kobayashi return to Mikazuki Island. The pair stay at the cursed "prison" mansion once again and are joined by a cast of characters including Yosuke Mikimoto, Toshio Kubota, Seiichi Kayama, Keiko Kitano and a woman named Haruko. A murder mystery is afoot where players go through the story from the viewpoint of four characters who look at the events from different perspectives.



J

Kamen Rider 555

7.4

J

Developer	Bandai
Publisher	Bandai
Release date	(jp) December 18, 2003
Genre	Fighting
Mode	1-2 Players

Kamen Rider 555 is based on the 13th instalment in the Kamen Rider TV Series. It was released only in Japan near the end of the TV series on December 18, 2003.

The game is a fighting game which feature several of the characters from the TV series. There is several modes of gameplay for either a single play and two players.

Kamen Rider Blade

6.8

J

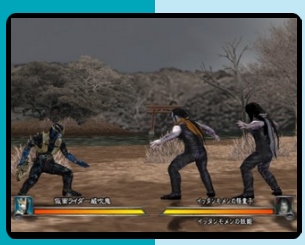
Developer	Digifloyd
Publisher	Bandai
Release date	(jp) December 9, 2004
Genre	Action
Mode	1-2 Players

Kamen Rider Blade is based on the fourteenth instalment in the Kamen Rider TV Series.

The game is a action game which feature several of the characters from the TV series. Seal mode features the story from Kamen Rider Blade and the player must play four Kamen Riders from the series.

Kamen Rider Hibiki

5.7



J

Developer	Bandai
Publisher	Bandai
Release date	(jp) December 1, 2005
Genre	Beat'em up
Mode	1-2 Players

Kamen Rider Hibiki is based on the fifteenth instalment in the Kamen Rider TV Series.

The game feature a unique cross compatibility with the Taiko no Tatsujin Tatacon controller, where the taiko-like controller could be used in the rhythm game-like sections of Hibiki. A one player mode pits Hibiki and cohorts against an assemblage of foes while the two player mode allows for tag-team battles as well as cooperative play.

Kamen Rider Kabuto

7.8

Developer	Namco Bandai Games
Publisher	Namco Bandai Games
Release date	(jp) November 30, 2006
Genre	Action
Mode	1-2 Players

Kamen Rider Kabuto is based on the sixteenth instalment in the Kamen Rider TV Series.

The game is a fighting game featuring all Riders seen in the show and movie, along with Hyper Gatack. The game features 5 different modes of play, ranging from a story mode to several multi-player modes.

J

Kamen Rider: Climax Heroes

7.9

J

Developer	Eighting
Publisher	Namco Bandai Games
Release date	(jp) August 6, 2009
Genre	Fighting
Mode	1-2 Players

Kamen Rider: Climax Heroes is a 3D crossover fighting game featuring the heroes of 10 different Kamen Rider TV series, from Kuuga through to Decade. The story is set in the Decade universe, where the worlds of the other nine Riders are all combining into one, and they must work together to save their worlds before they are completely destroyed.

"mobygames.com"

Kamen Rider: Seigi no Keifu

5.6

Developer	Cavia Inc.
Publisher	Banpresto
Release date	(jp) November 27, 2003
Genre	Beat'em up
Mode	1 Player

Kamen Rider: Seigi no Keifu (Kamen Rider: Genealogy of Justice) is a Bandai and adventure beat'em up crossover game. It features Kamen Riders 1 and 2, Kamen Rider V3, Kamen Rider Black and Kamen Rider Agito as the main protagonists.

The game utilizes a "Resident Evil"-esque format of running around in a set environment, where the player and fight several recognizable enemies.

J

Kamisama Kazoku: Ouen Ganbou

J

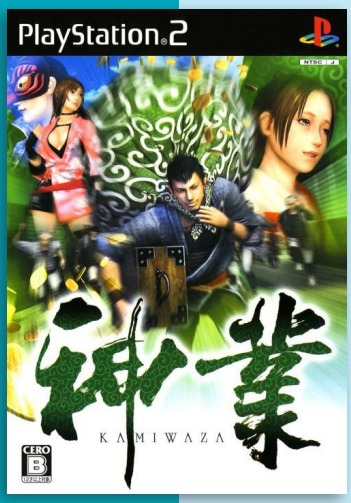
Developer	Dorart
Publisher	Dorart
Release date	(jp) September 21, 2006
Genre	Visual novel
Mode	1 Player

The game is based on an anime series, which in turn is based on a series of light novels by Yoshikazu Kuwashima.

Players take control of Samatarou Kamiyama, the son of a God, who must live in the human world to learn more about them in order to become a better God when the time comes to succeed his father.

Kamiwaza

7.8



Developer	Acquire
Publisher	Acquire
Release date	(jp) August 31, 2006
Genre	Stealth
Mode	1 Player

In this stealth-action game from the makers of the Tenchu series, assassins are replaced with thieves.

The player character, Ebizou, doesn't kill or even injure anyone, he only steals, and if possible, only steals from the rich to give to the poor. The story has Ebizu having to gather money to treat his adoptive daughters illness.

J

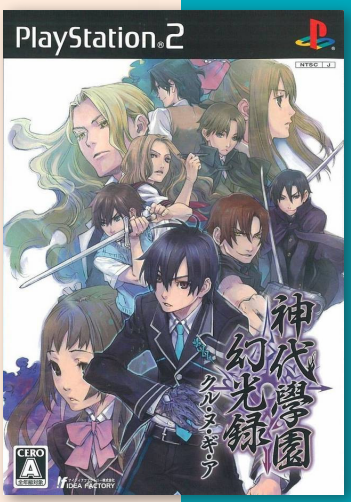
Kamiyo Gakuen Makorouku Kurunugia

J

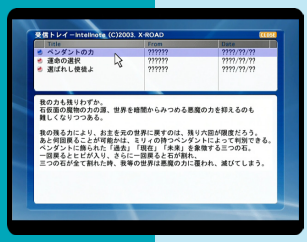
Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) October 9, 2008
Genre	Strategy
Mode	1 Player

Kamiyo Gakuen Makorouku Kurunugia is a strategy game, developed and published by Idea Factory, which was released in Japan in 2008.

The story is set in an alternate Tokyo and is about a demon hunter called "Masaku Mavdir".



Kanojo no Densetsu, Boku no Sekiban



Developer Best Media
Publisher D3Publisher
Release date (jp) December 18, 2003
Genre Visual novel
Mode 1 Player

Kanojo no Densetsu, Boku no Sekiban (Her Legend, My Picture) is a traditional Japanese-style visual novel. The player reads along as the story proceeds, occasionally making decisions which will lead to one of over 20 different endings. Somewhat anachronistically, the protagonist has access to his laptop, which he can use to review previous events, check his email, or fiddle with a variety of settings and other features.

Players take the role of a nameless young salaryman, bored with his life. He start having strange dreams and visions. He hears calls for help from a distant voice, and catches glimpses of a fantastic kingdom not of this world. One night, he comes home from work and finds a curious program on his laptop, which seems to be a simple picture-book creator. Intrigued, he starts it up, when suddenly a bright light envelopes him. When he awakens, he is in the strange land he saw in his dreams, surrounded by five young girls. They believe he is the savior that they have been waiting for, and without any way to return to his home, the man has no choice but to join them on their adventure.

"mobygames.com"

7.0

Kanokon

Developer 5pb
Publisher 5pb
Release date (jp) July 31, 2008
Genre Visual novel
Mode 1 Player

Kanokon is a romantic comedy adventure game based on the Kanokon TV anime but with an original story and scenario. Originally released for PS2 console, this game was a non-adult from the start. As a visual novel adventure game, the gameplay and visual style is similar to any other title from its genre.

Players take control of the timid boy, Kouta Oyamada, who get involved with a kitsune (fox girl).

Kanon

7.4

Developer	Key
Publisher	NEC Interchannel, Interchannel
Release date	(jp) February 28, 2002
Genre	Visual novel
Mode	1 Player

Best Version

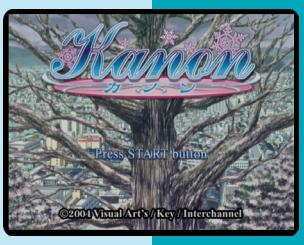
J

Kanon for the Dreamcast and PlayStation 2 consoles is a port of an adult visual novel Kanon. The console port had adult rating reduced to all ages by removing all the explicit content, but in turn has added new graphical content. Additionally, the console versions feature full voice-acting except for the protagonist, while the original Windows release of the game had no voice-acting at all.

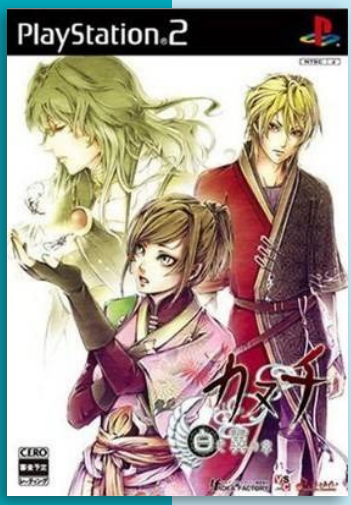
The story follows the life of Yuichi Aizawa, a high school student who returns to a city he last visited seven years prior, and he has little recollection of the events from back then. He meets several girls and slowly regains his lost memories. The gameplay in Kanon follows a branching plot line which offers pre-determined scenarios with courses of interaction, and focuses on the appeal of the five female main characters by the player character.

The Windows version once ranked as the second best-selling PC game sold in Japan, and charted in the national top 50 several more times afterwards. Kanon has sold over 300,000 units across several platforms.

Five days before the first PS2 release for Kanon, a PS2 printer called Tapis MPR-505 went on sale which enabled the user to print out game screens. Kanon was one of the three games supported at launch, the other two being America Ōden Ultra Quiz from DigiCube and Marle de Jigsaw from Nippon Ichi Software. The first PS2 release in 2002 was reviewed by the Japanese video game magazine Famitsu where the game received an overall score of 29/40. Yūichi Suzumoto commented in an interview in March 2001 that he felt the end of Kanon's story could be summed up as *"the prince and princess live happily ever after. The end,"* resulting in an ending that does not expand on what could possibly happen afterwards. In the October 2007 issue of Dengeki G's Magazine, poll results for the 50 best bishōjo games were released. Out of 249 titles, Kanon ranked fifth with 71 votes.

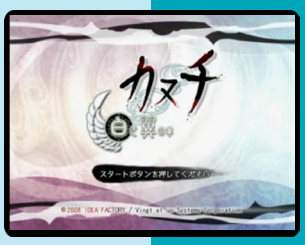


Kanuchi: Shiroki Tsubasa no Shou



Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) October 2, 2008
Genre	Visual novel
Mode	1 Player

The game feature a Romeo and Juliet love story. The two characters, Takamahara and Yasuna, each from one of two rivalling families, fall in love. After being forcibly separated, they meet up several years later in a battle between the two families broke out. Kayana and Izusami ended up in a one-on-one battle against each other. After Izusami is slain, the ghost transfer into another body.



J

Kanuchi: Kuroki Tsubasa no Shou

J

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) April 23, 2009
Genre	Visual novel
Mode	1 Player

Kanuchi - Kuroki Tsubasa no Shou start where the Shiroki chapter left. Kayana and Aki are now in the country of Yasuna as prisoners. The final showdown is drawing near.

The Limited Editions were released in a box that contains the game, a bonus Drama CD and an illustration picture book.

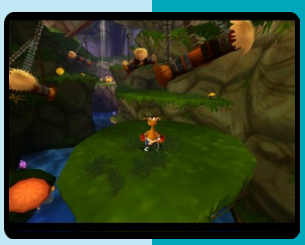
Kao the Kangaroo Round 2

5.8

Developer	Tate Interactive
Publisher	JoWooD Entertainment AG, (us) Atari
Release date	(eu) April 15, 2005
Genre	Action-platformer
Mode	1 Player

Kao the Kangaroo Round 2 is a third-person platform game and the sequel to the Dreamcast game, Kao The Kangaroo.

The game consists of 25 levels in 5 different worlds. Playing through the levels, the player must jump over platforms, make difficult leaps, and fight about 30 different types of enemies, free captured friends and solve puzzles. Occasionally Kao will get to ride a vehicle like a barrel or a snowmobile.



N P

Kappa no Kai-Kata

7.6

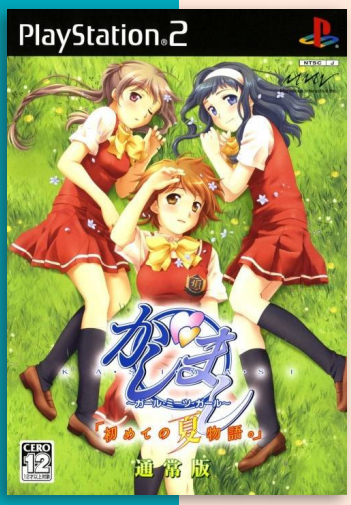
J

Developer	Konami
Publisher	Konami
Release date	(jp) October 14, 2004
Genre	Adventure
Mode	1 Player

The game is based on the TV anime of the same name. The story takes places in Showa 40 and follows the story of a young boy named Hiroshi, who spend his summer at his grandparent's house. Hiroshi's grandparents have a few creatures called Kappas, an amphibious yōkai demon or imp, and he earn his keep by raising them - teaching them manners, guiding them and so-forth. Players can also take part in different mini games.

Kashimashi! Girl Meets Girl

6.8



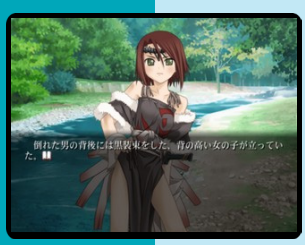
Developer	Marvelous Entertainment
Publisher	Marvelous Entertainment
Release date	(jp) March 30, 2006
Genre	Visual novel
Mode	1 Player

The game's story begins on the outset of summer vacation. Hazumu's homeroom teacher Namiko Tsuki suggests Hazumu and her friends take a one week trip to a small mountain village with a hot spring resort. Hazumu's grandparents reside in this town. The goal of the game is to pair Hazumu up with one of five female cast of characters. The gameplay's main system comes from Hazumu's indecisive personality.

J

Katakamuna: Ushinawareta Ingaritsu

8.5



J

Developer	Alchemist, NDCP
Publisher	Alchemist
Release date	(jp) November 25, 2004
Genre	Visual novel
Mode	1 Player

The storyline follows a young, no named, male high school student who is magically transported from his summer camp to ancient Japan.

The deluxe pack feature a 40-page art book that details the various environments of the adventure, in addition to a mouse pad, various stickers, and an exclusive "vanity case packaging.

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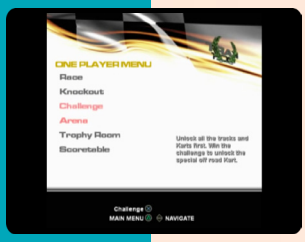
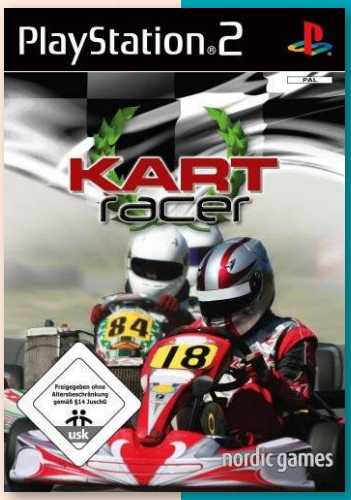
Kart Racer

6.9



Developer	Nordic Games Publishing
Publisher	Nordic Games Publishing
Release date	(eu) June 25, 2009
Genre	Racing
Mode	1-2 Players



KART racer is a track racing game primarily for 1 player. There are three kart classes: 60cc, 125cc and 250cc Super, and 15 different tracks to drive.

A new player starts with the lowest class of cart on a single track; players unlock more tracks and cart classes by climbing a score table based on their performance. Losing races may re-lock previously unlocked tracks and cart classes.

The game has four modes: Race, Knockout, Challenge and Stunt Arena. (The last two modes are locked initially).

In 'Race' mode players compete against 15 AI opponents, in 5, 10 or 15 laps of a track. Players gain points by passing other carts, and the better the placement, the higher ranking on the score table, and the more unlockable content they gain.

In 'Knockout' mode players compete against 8 AI opponents, and each lap the last cart is taken off the race; so players need to keep at least one behind them to stay in the race. The last (and only) cart over the finish line in the last lap wins.

The 'Challenge' mode is a competition of consecutive races, where players need to win three tracks in a row to unlock another off-road dirt track and a stunt challenge arena.

The 'Stunt Challenge' arena is a lap-time limited icy arena where players get points for slides and jumps. The timer is shorter each lap, but unused time from the previous laps is added. The goal is to achieve as many laps as possible before the timer runs out.

While in a game players can pause and watch replays of the race from various positions.

Collisions cause visual damage to the kart, as body parts can fly off the players kart (but not the AI kart's), but this causes no control/handling problems.

If players end up far behind, there is a turbo button to give a short speed boost to the kart to keep up (the AI don't have this).

In addition to the score table, there is a trophy room showing the players won races.

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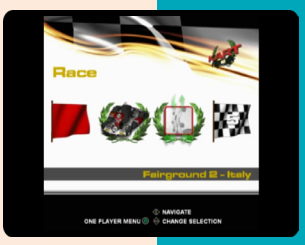
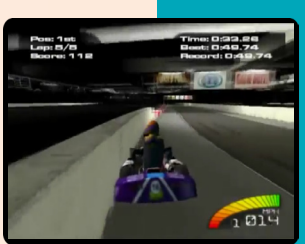
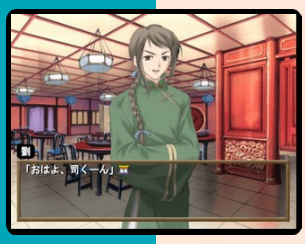




9.1

Kazoku Keikaku: Kokoro no Kizuna



J

Developer	Interchannel
Publisher	Interchannel
Release date	(jp) February 24, 2005
Genre	Visual novel
Mode	1 Player

The game centres around Tsukasa, a fiercely independent youth who lost his parents at an early age and now spends his days working at a Chinese restaurant to make ends meet. Reluctant to form interpersonal ties lest they be shattered, Tsukasa is nonetheless unable to abandon the illegal immigrant girl he finds collapsed in the alley behind his workplace one day.

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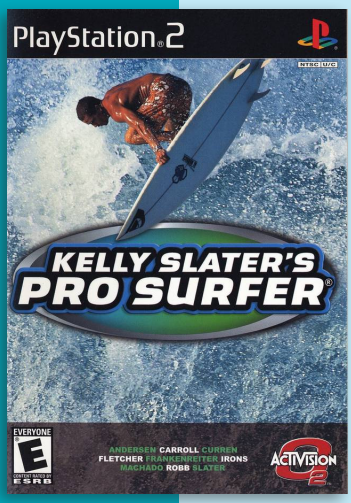
Kelly Slater's Pro Surfer

7.7



Developer	Treyarch
Publisher	Activision, (jp) Capcom
Release date	(us) September 16, 2002
Genre	Sports
Mode	1-2 Players

Kelly Slater's Pro Surfer is an extreme sports video game endorsed by veteran surfer Kelly Slater. To coincide with the game, Slater appeared as an unlockable character in the 2001 video game Tony Hawk's Pro Skater 3, complete with surfboard.

The control scheme is similar to all the other Activision O2 brand games.

The game also includes a playable demo of Tony Hawk's Pro Skater 4.

J N P

7.3

Kenka Banchou

J

Developer	Y'sK
Publisher	Spike
Release date	(jp) June 9, 2005
Genre	Beat-'em-up
Mode	1 Player

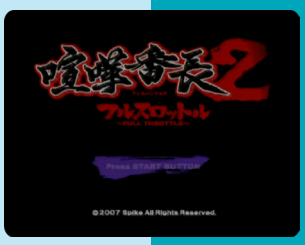
Kenka Banchou is the first game in the Kenka Bancho series of Japanese brawlers. The game is a free-roaming beat-em-up, where players take the role of a delinquent Japanese high school student looking to become a bancho, or "ringleader". To that end, players run around beating people up, learn new fighting techniques, and try to impress girls.

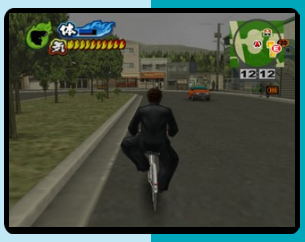
Kenka Banchou 2: Full Throttle

8.1

Developer	Y'sK
Publisher	Spike
Release date	(jp) March 8, 2007
Genre	Beat-'em-up
Mode	1 Player

In the second game, two years have past. Yasuo is still around, but no longer the hero. The newcomer, Tomoya, has entered the world of fighting, and must earn his own badge of yankii honour. By using his mighty menchi beam to initiate encounters and fists to beat down packs of enemies, the new protagonist slowly gains street cred, repute, and the adoration of lowly gangsters throughout the hood.





J

Kenran Butou Sai: The Mars Daybreak

8.2

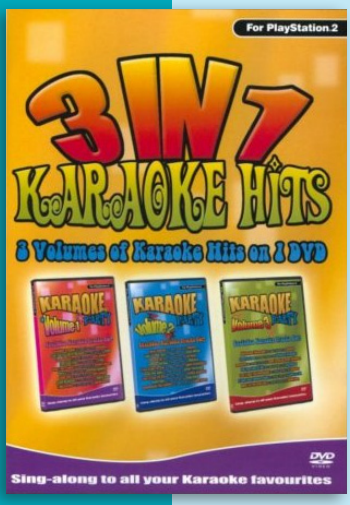
J

Developer	Alfa System
Publisher	SCEI
Release date	(jp) July 7, 2005
Genre	Adventure
Mode	1 Player

Kenran Butōsai is based on the science-fiction anime series, Kenran Butohsai.

The player serve on the warship "Dawn" in the Mars Army. The game uses an enhanced version of the AI system that was used in the PS game "High Mania Fantasy". The characters in the game all have their own AI. They will be based on factors such as "memory", "thinking" and "intention".

Karaoke Party



Developer	Datel
Publisher	Datel
Release date	(us) November 7, 2003
Genre	Music
Mode	1-2 Players

Karaoke Party was released by UK-developer Datel in an attempt to compete with Karaoke Revolution. The game was released as a bundle and came with audio mixer and two pro-style headsets.

The game feature songs from three volumes of hits, with songs by artists including Pink, Nelly, Britney, Madonna, Kylie, Girls Aloud and more. Each of the songs in the game feature DVD video tracks and vocals from backup singers.

N P

Karaoke Revolution

Karaoke Revolution and its many sequels are music games for the PlayStation 2, PlayStation 3, GameCube, Wii, Xbox, and Xbox 360, developed by Harmonix and Blitz Games and published by Konami in its Bemani line of music games. The Original Concept for Karaoke Revolution was created by Scott Hawkins and Sneaky Rabbit Studios. Technology and concepts from the game were subsequently incorporated into Harmonix's game Rock Band.

The Japanese versions of the game are developed by Konami themselves. The gameplay also differs significantly. Rather than a game per se, it is merely a karaoke system for the PlayStation 2, with no judgments.

The game does not attempt to understand the singer's words, but instead detects their pitch. As such, singers can hum to a song or sing different lyrics without penalty. The game adapts to the player singing in a different octave than the song, to accommodate players whose vocal ranges do not fit the song.

The songs in the game are covers of pop hits frequently sung in karaoke bars. This contrasts with the SingStar series from Sony Computer Entertainment Europe, which features only original artist recordings along with the music videos, where available.

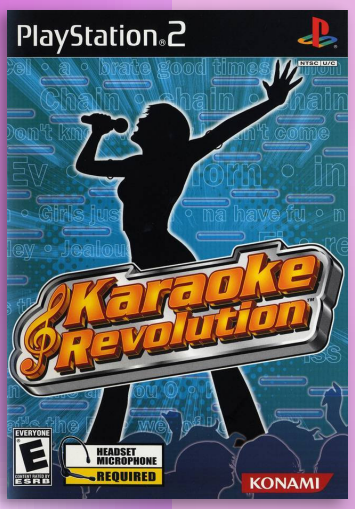
The player is depicted as a character on-screen performing at a public location. The words to the song scroll bottom to top at the bottom of the screen, above a piano roll representation of the relative pitches at which they are to be sung (the game calls these "note tubes"). At the left end of this area, a "pitch star" shows the pitch which the player is singing and provides feedback on whether they're hitting the notes. A "crowd meter" shows the mood of the crowd as the player sings; if they do a good job of hitting notes on-pitch then the crowd will cheer more loudly and clap in rhythm with the song, and the scene will become more vividly animated. If the crowd meter falls all the way to the lowest rating, the audience will boo the character off-stage and the game is over.

Each song is divided into approximately 30 to 50 "phrases". A meter will fill up and turn from red to green for each phrase, based on how well the player sings the right notes; if the player can fill the meter to green, they will score more points, and getting several greens in a row will create a "combo" and award a 2x score multiplier until the player fails to make green on another phrase. This blue meter resembles how long you should hold the note for and at what pitch. The game can be set at higher difficulties which make this meter larger and require the player to hit the right notes more precisely to fill it to green.

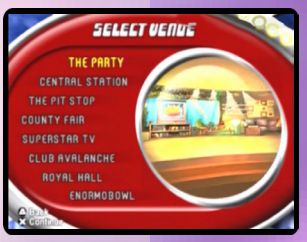
The SingStar microphones are not compatible with Karaoke Revolution; however, unofficially, the SingStar microphones do work on the PS3 version of the game.

Karaoke Revolution

8.3



Developer	Harmonix Music Systems
Publisher	Konami
Release date	(us) October 24, 2003
Genre	Music
Mode	1-8 Players



Karaoke Revolution feature several game modes. The Single Player Game Modes include:

Arcade Mode: where users sing 3–5 songs and try to score big points

Showtime Mode: Players start at a living room party and work to a huge concert at the Enormobowl. Additional venues include: a subway station, The Pit Stop, a county fair, the Superstar TV show, Club Avalanche, and a royal hall.

Karaoke Mode: Players can enjoy singing the song without having to worry about bring rated or scored.

Multi-player Game Mode include:

Arcade Mode: 2–8 players perform songs and try to be the player with the highest score at the end of each round. The player who wins the most rounds is the winner.

Karaoke Competition: 3–8 players compete against each other. The main twist of this mode is that each player rates the performance of the other players to determine the winner of the Karaoke competition.

The game feature over 35 songs from the ‘70s, ‘80s, ‘90s, and the 2000s. Players can unlock extra characters, additional outfits, more songs, and behind the scenes videos.

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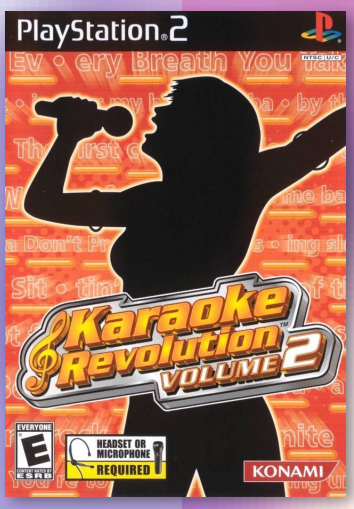
7.6

Karaoke Revolution Volume 2

Developer	Harmonix Music Systems
Publisher	Konami
Release date	(us) July 13, 2004
Genre	Music
Mode	1-8 Players

Karaoke Revolution Volume 2 includes all of the Karaoke Revolution 1 singing modes, plus a new short-song mode, the “medley mode”, which challenges the player to sing a string of short clips from various songs.



8.2

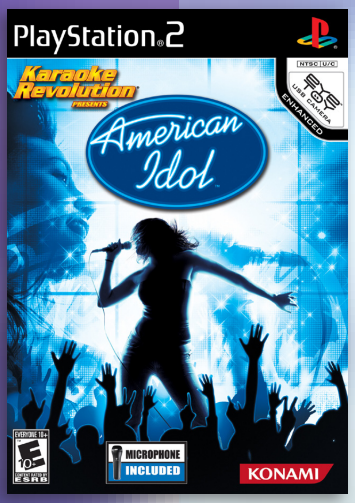
Karaoke Revolution Volume 3

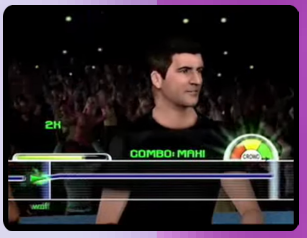
Developer	Harmonix Music Systems
Publisher	Konami
Release date	(us) November 9, 2004
Genre	Music
Mode	1-8 Players

Karaoke Revolution Volume 3 introduces "duet mode" which lets two singers play simultaneously. It also revised scoring so that perfect performances result in exactly 50,000 points (with the exception of the Jackson 5's "ABC").

Karaoke Revolution Presents: American Idol

7.8





Developer	Blitz Games
Publisher	Konami
Release date	(us) January 2, 2007
Genre	Music
Mode	1-8 Players

Karaoke Revolution Presents American Idol pairs the line of Karaoke games with the television series based on a singing contest. In addition to the standard Karaoke Revolution trapping, three judges have been added who comment on the players performance. Simon Cowell and Randy Jackson appear from American Idol, though Paula Abdul is replaced by original character Laura. Venues are also recreated from the show such as the audition room and Hollywood theater.

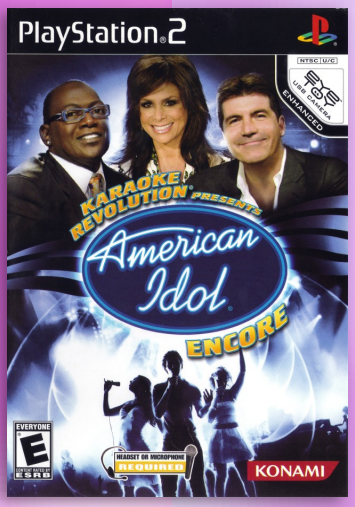
The forty-song line-up is a combination of popular songs that have been used on American Idol and songs from previous American Idol winners. Performing well unlocks video clips from the show and clothes for the avatar. Players can also use EyeToy to give the players character their own face.

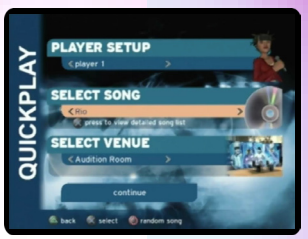
Modes include the standard Karaoke Revolution modes like scoreless karaoke, duets and head-to-head elimination as well as an American Idol mode, which is essentially a career mode based on the structure of the show where players must make it through the audition and several rounds of elimination to get into the contest, then make their way to the top to be the next American Idol.

"mobygames.com"

Karaoke Revolution Presents: American Idol Encore

7.6





Developer	Blitz Games
Publisher	Konami
Release date	(us) February 5, 2008
Genre	Music
Mode	1-8 Players

Karaoke Revolution Presents: American Idol Encore has the main basic features, auditioning for the show as well as performing to become the next American Idol in front of celebrity judges Randy Jackson, Simon Cowell, and Paula Abdul (which was not present in the previous incarnation). There are also new songs that players can sing and head-to-head against a human player.

Each version is almost identical, sans graphics and controls. Players has the ability to customize their character with an assortment of clothing, and has the ability to use the Eyetoy device to put a 3-D model of the players head into the game.

"mobygames.com"

Karaoke Revolution Party

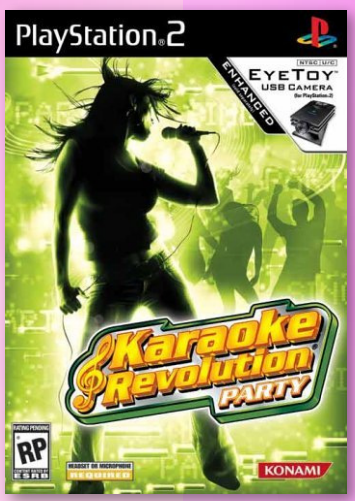
7.8

Developer	Harmonix Music Systems
Publisher	Konami
Release date	(us) November 8, 2005
Genre	Music
Mode	1-8 Players

This entry supports the DDR dance pad and EyeToy USB camera as well as the required USB microphone (a handheld microphone is included). Karaoke Revolution Party features 50 new songs (ranging from Dean Martin's That's Amore to Beyonce's Crazy in Love) and a host of new party options.

Characters now have more customization options and can use the EyeToy USB camera. If players have a DDR dance pad, then they can put on a song and dance routine. There are also a variety of minigames to test their vocal abilities including unique takes on volleyball and stage diving.

"mobygames.com"



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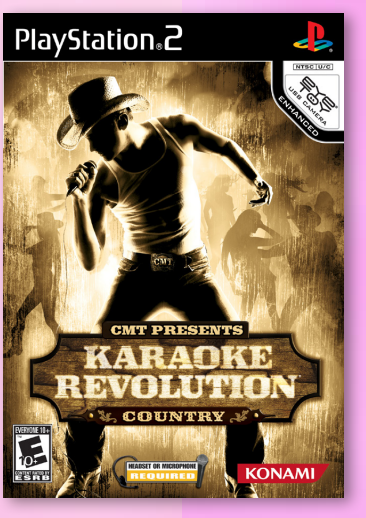
CMT Presents: Karaoke Revolution Country



Developer	Harmonix Music Systems
Publisher	Konami
Release date	(us) March 21, 2006
Genre	Music
Mode	1-8 Players

CMT Presents: Karaoke Revolution Country is the fifth game in the series released in North America. It features: 35 classic and modern Country music hits; Fifteen different singing venues; A character customization mode; EyeToy support (during character creation and gameplay); Party and arcade-style singing minigames, and unlockable videos, songs, and clothes / accessories for the player character.

"mobygames.com"

With nine volumes of J-Pop Best alone, as well as several themed releases, there are many more expansions of this game available in Japan compared to North America.

Karaoke Revolution: Anime Song Collection

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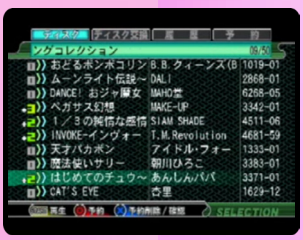

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Developer	Konami
Publisher	Konami
Release date	(jp) December 18, 2003
Genre	Music
Mode	1 ~ Player

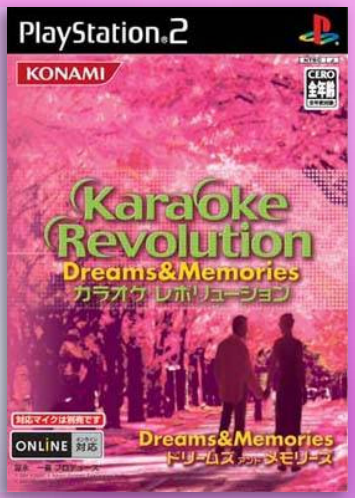
Another variation on the franchise's theme is the, which, contrary to its name, often includes themes for tokusatsu shows such as Ninpuu Sentai Hurricanger and several Kamen Rider series.

Karaoke Revolution: Dreams & Memories

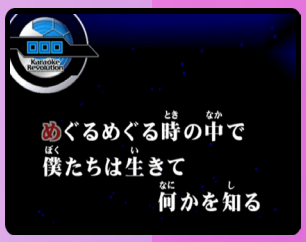
J

Developer	Konami
Publisher	Konami
Release date	(jp) March 18, 2004
Genre	Music
Mode	1 ~ Player

Karaoke Revolution: Dreams & Memories includes 50 songs with graduation themed songs. The game also has internet compablility.



Karaoke Revolution: J-Pop Best Vol. 1



Developer Konami
Publisher Konami
Release date (jp) November 27, 2003
Genre Music
Mode 1 ~ Player

This Karaoke Revolution title is the first in the series of J-Pop music. It comes with 50 titles in total.

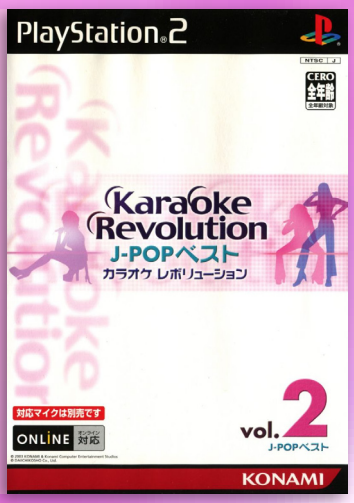
The game offers several different gameplay modes such as Revolution and Stage Challenge where players need to sing as is supposed to in order to avoid game over screen, Team Battle which lets 4, 6, or 8 players go in 2 vs 2, 3 vs 3, or 4 vs 4 battles by naming their groups, selecting and naming their characters and pick to songs to try on against each other, and Audition mode which is a story mode which plays as a short visual novel in between singing, where the player selects one of the four characters trying to enter the music company by auditioning.

"mobygames.com"

Karaoke Revolution: J-Pop Best Vol. 2

Developer Konami
Publisher Konami
Release date (jp) November 27, 2003
Genre Music
Mode 1 ~ Player

The second volume gives players fifty more songs at their disposal. The game feature songs from Glay, The Blue Hearts, Aiko, BoA and more.



Karaoke Revolution: J-Pop Best Vol. 3

Developer Konami
Publisher Konami
Release date (jp) November 27, 2003
Genre Music
Mode 1 ~ Player

The third in the series of J-Pop music adds yet another 50 titles, thus expanding the total number to 150 from the beginning of the series. The gameplay remains unchanged to its predecessors.

Karaoke Revolution: J-Pop Best Vol. 4

Developer	Konami
Publisher	Konami
Release date	(jp) November 27, 2003
Genre	Music
Mode	1 ~ Player

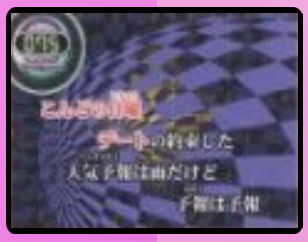
The fourth volume feature songs from Glay, The Blue Hearts, Aiko, BoA along other tracks.

Karaoke Revolution: J-Pop Best Vol. 5

Developer	Konami
Publisher	Konami
Release date	(jp) December 18, 2003
Genre	Music
Mode	1 ~ Player

The fifth volume feature songs from J-Pop songs, including; “End of summer / Naotaro Moriyama”,

Karaoke Revolution: J-Pop Best Vol. 6



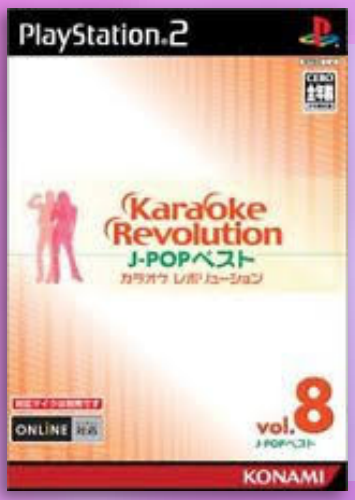
Developer	Konami
Publisher	Konami
Release date	(jp) December 18, 2003
Genre	Music
Mode	1 ~ Player

The sixth in the series adds yet another 50 titles, thus expanding the total number of tracks to 300.

Karaoke Revolution: J-Pop Best Vol. 7

Developer	Konami
Publisher	Konami
Release date	(jp) December 18, 2003
Genre	Music
Mode	1 ~ Player

The seventh volume feature tracks from Chemistry, SMAP and Utada Hikaru amongst others.

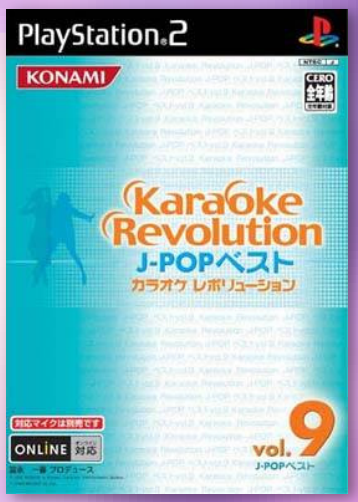


Karaoke Revolution: J-Pop Best Vol. 8

Developer	Konami
Publisher	Konami
Release date	(jp) December 18, 2003
Genre	Music
Mode	1 ~ Player

The eight volume include songs from “ultra soul / B’z”, “temptation / GLAY”, and more.

Karaoke Revolution: J-Pop Best Vol. 9



Developer	Konami
Publisher	Konami
Release date	(jp) March 18, 2004
Genre	Music
Mode	1 ~ Player

The last J-Pop Best volume include another 50 J-pop songs, like two stars / I WiSH and more.

Karaoke Revolution: Kazoku Idol Sengen

Developer	Konami
Publisher	Konami
Release date	(jp) July 22, 2004
Genre	Music
Mode	1 ~ Player

Kazoku Idol-ka Sengen include older, as well as new songs from anime, Tv series, and more.

Karaoke Revolution: Kissing Selection

Developer	Konami
Publisher	Konami
Release date	(jp) April 22, 2004
Genre	Music
Mode	1 ~ Player

Karaoke Revolution: Kissing Selection is also known as Karaoke Revolution: Kids Song Selection.

Karaoke Revolution: Love & Ballad

Developer	Konami
Publisher	Konami
Release date	(jp) November 27, 2003
Genre	Music
Mode	1 ~ Player

Karaoke Revolution: Love & Ballad is based on different love songs.

Karaoke Revolution: Night Selection 2003

Developer	Konami
Publisher	Konami
Release date	(jp) November 27, 2003
Genre	Music
Mode	1 ~ Player

The Night Selection 2003 focuses primarily on traditional genres such as enka.

Karaoke Revolution: Snow & Party

Developer	Konami
Publisher	Konami
Release date	(jp) December 18, 2003
Genre	Music
Mode	1 ~ Player

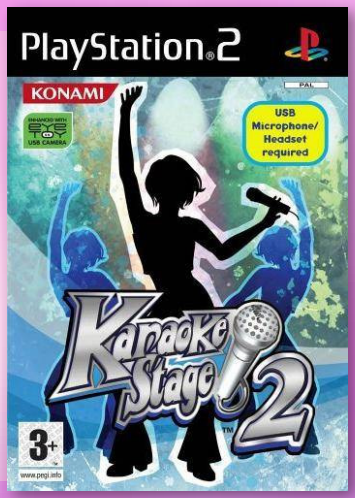
Snow & Party is a compilation of 50 J-Pop winter holidays themed songs.

Karaoke Stage 2

Developer	Konami
Publisher	Konami
Release date	(jp) March 24, 2006
Genre	Music
Mode	1-8 Players

The soundtrack is apparently identical to Karaoke Revolution: Volume 2.

It also improves the gameplay with the dance mat and the Eyetoy, but they are not mandatory.

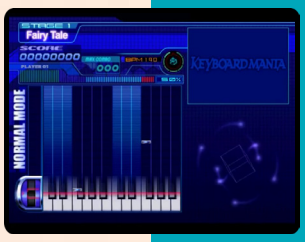


KeyboardMania

8.8

Developer	Konami
Publisher	Konami
Release date	(jp) September 21, 2000
Genre	Music
Mode	1-2 Players

Keyboardmania (alternately KEYBOARD MANIA, and abbreviated KBM) is a rhythm video game created by the Bemani division of Konami. The game was originally released in arcades, whit two players using a 24-key keyboards to play the piano or keyboards sections of various songs. The Playstation 2 and PC port was released with a modified controller that attempted to mirror the arcade controllers.



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KeyboardMania II: 2nd Mix & 3rd Mix

7.8

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Developer	KCEJ
Publisher	Konami
Release date	(jp) February 28, 2002
Genre	Music
Mode	1-2 Players

Keyboardmania II combines the second and third arcade releases of the Keyboardmania series. Unlike the previous release, it does not have any new CS songs. The game includes 51 songs.

The game support a MIDI keyboard (with a MIDI USB converter).

Kiddies Party Pack

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2006
Genre	Mini-games
Mode	1 Player

Kiddies Party Pack includes different mini-game. It was developed and published by Phoenix Games, which was released in Europe in 2006.

Just like many other of Phoenix Games releases, this one is just another rehash of games like Animal Soccer World and Cartoon Kingdom. Although, this on adds a new additional game classed as “football”, which is a basic version of PONG.

P

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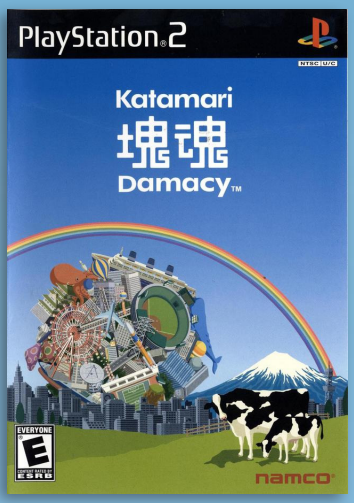

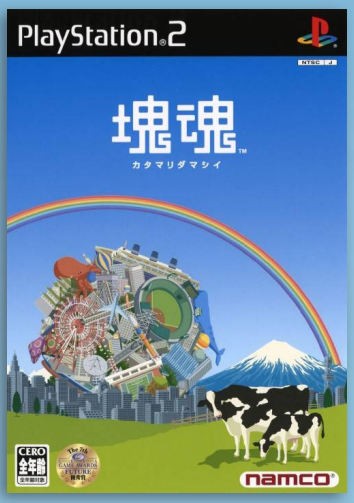

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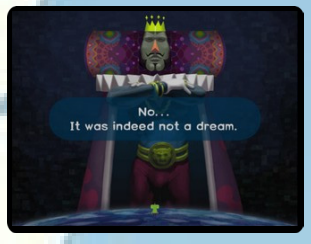


Katamari Damacy

Developer	Now Production
Publisher	Namco, Namco Bandai Games, (us) SCEA
Release date	(jp) March 18, 2004
Genre	Action-adventure
Mode	1-2 Players

Katamari Damacy, known as Katamari Damashii, lit. "clump spirit", in Japan, is a third-person puzzle-action game developed and published by Namco for the PlayStation 2.

The game's plot concerns a diminutive prince on a mission to rebuild the stars, constellations, and Moon, which were accidentally destroyed by his father, the King of All Cosmos. Katamari Damacy's story, characters, and settings are bizarre and heavily stylized, rarely attempting any semblance of realism.

A side-story follows the Hoshino family as the Prince works at his tasks. The father, an astronaut, is unable to go to the moon after it is wiped out by the King, and the daughter, whose name is Michiru, "senses" the Prince's work—she can feel when each constellation returns to the sky. Ultimately, the family, along with their house and town, are rolled up in the katamari that is used to remake the moon.

The player controls the Prince as he rolls the katamari around houses, gardens, and towns in order to meet certain parameters set by the King of All Cosmos. The player uses the two analog sticks on the DualShock controller in a manner similar to the classic arcade game Battlezone to control the direction the katamari rolls. Other controls can be triggered by the player to gain a quick burst of speed, flip the Prince to the other side of the katamari and more.

Objects that are smaller than the katamari will stick to it when the player comes into contact with them, while greater objects can be hurdles; colliding at high speed with any may cause objects to fall off the katamari, slowing the player's progress. The game uses size, weight, and surface area to determine if an object will stick to the katamari. This allows slender objects, such as pencils, that are longer than the katamari is wide, to be picked up, and these will alter how the katamari rolls until more objects are picked up. Animals such as cats will chase the katamari, knocking things from it, but once the katamari is great enough, it will scare the animals away, and they can be rolled up once they are chased down. As objects stick to the katamari, the katamari will grow, eventually allowing objects that were once hurdles to be picked up, and creating access to areas that were formerly blocked. In this manner, the player might start the game by picking up thumbtacks and ants, and slowly work up to the point where the katamari is picking up buildings, mountains, and clouds.

The typical mission given by the King of All Cosmos is the "Make a Star" mode, where the player needs to grow the katamari to a specific size within a given timeframe. Other missions have more specific collecting rules, such as collecting as many items (swans, crabs, pairs) as possible within a given time, or collecting the largest item possible (such as a cow or bear). The player can attempt a score attack mode for any level, in which they try to make the greatest katamari possible in the time allotted. Certain levels can

unlock an "eternal mode" by creating an exceptionally large katamari. In eternal modes, the player can explore the level with no time limit.

Each level features two secret items that can be found. The first item is a royal present that contains an object that the Prince can wear. Most gifts are non-functional, but one includes a camera that can be used to take in-game screenshots. The other secret item is a cousin of the Prince, which, once rolled up in main gameplay, can be used as a character in the various multiplayer modes. However, cousins can only be found and rolled up after the game is beaten. The game also tracks which objects the player has collected at any time, allowing them to review all the various objects within the game.

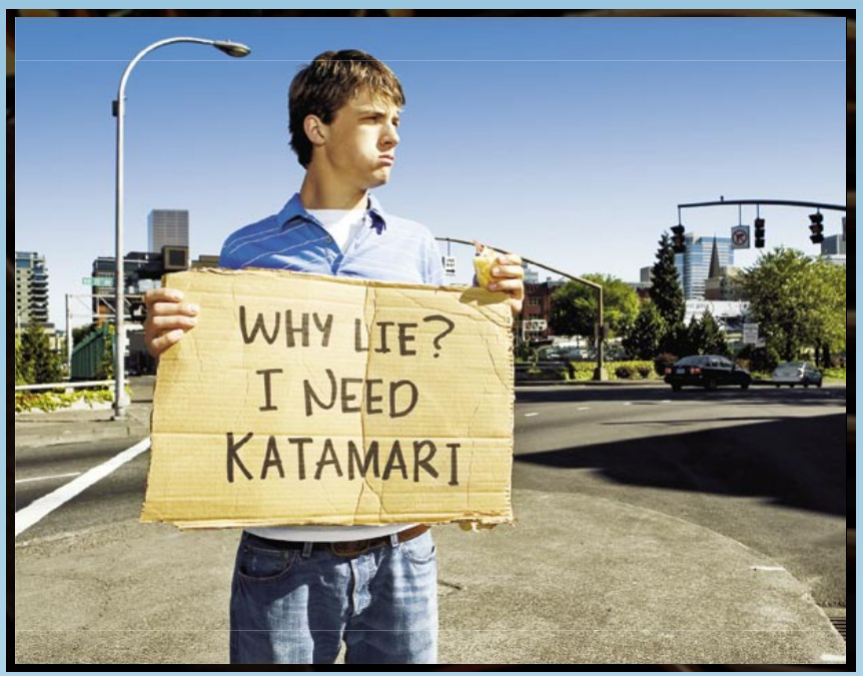
In the two-player mode, a player can choose to play as either the Prince or one of his numerous Cousins. The screen is split vertically; player one on the left and player two on the right. Players compete simultaneously in a small arena to collect the most objects within three minutes. The playfield is replenished with new objects periodically. Players can ram into each other, knocking items from their opponents' katamaris, and if one player leads by a fair amount, then it is possible to roll up the opponent's katamari.

Toru Iwatani, head of research and development for Namco, stated that the idea for Katamari Damacy resulted from lead developer Keita Takahashi's school project from the Namco Digital Hollywood Game Laboratory, a sponsored institute for game development education. Keita Takahashi's final thesis bore out the core gameplay ideas, while a team of ten (including the student) developed the final product. The game was developed for less than $1 million, a tenth of the cost of Namco blockbuster titles such as Ridge Racer or Soulcalibur. The game took a year and a half to develop, with eight months of prototyping.

Takahashi said that the team was aiming for four key points in developing the game: novelty, ease of understanding, enjoyment, and humor. Iwatani compared the game to Namco's Pac-Man, which focused on simplicity and innovation and served as a template for future games from the company. At one point during development, Takahashi *"proactively ignored"* advice from Namco to increase the complexity of the game.

In Japanese, Katamari (塊) means "clump" or "clod" and Damashii is the rendaku form of tamashii (魂) which means "soul" or "spirit". Therefore, the phrase approximates to "clump soul". The two kanji that form the name look similar (sharing the same right-side element 鬼), in a kind of visual alliteration. The name is officially transliterated as Katamari Damacy in most releases. In an interview with Dengeki Online, producer Keita Takahashi said that when asked about the title, *"It just popped into my head suddenly, and this is what it has been from the beginning."*

The music in Katamari Damacy was widely hailed as imaginative and original (winning both IGN's and GameSpot's "Soundtrack of the Year 2004" awards) and was considered one of the game's best features. The soundtrack was released in Japan as Katamari Fortissimo Damacy. Its eclectic composition featured elements of traditional electronic video game music, as well as heavy jazz and samba influences (Shibuya-kei). Most of the tracks were composed by Yuu Miyake, and many feature vocals from popular J-pop singers, such as Yui Asaka from the Sukeban Deka 3 TV series, and anime voice actors, including Nobue Matsubara and Ado Mizumori. One track is sung and written by Charlie Kosei, composer of the Lupin III soundtrack.



The core gameplay of Katamari Damacy is the subject of U.S. Patent 7,402,104, *"Game performing method, game apparatus, storage medium, data signal and program"*. The patent, issued in 2009, primarily describes how the game maintains the roughly spherical nature of the katamari when objects are picked up, though extends to concepts such as tracking objects collected based on temperature or weight values, which were modes included with later games of the series.

Katamari Damacy was first revealed at the 2003 Tokyo Game Show, at which the press dubbed it a *"snowball simulator"*. The image featured on the cover of the pre-release demo showed the large red ball used in "Tamakorogashi", a game played at Japanese school sports meets (undokai) that was an influence for the game. Plans for releasing the game in Western countries were tied to its performance in Japan. Katamari Damacy was first shown in the United States at the Experimental Gameplay Workshop during the March 2004 Game Developers Conference. Due to its popularity at trade shows and a write-in campaign, Namco decided to release the game in the United States.

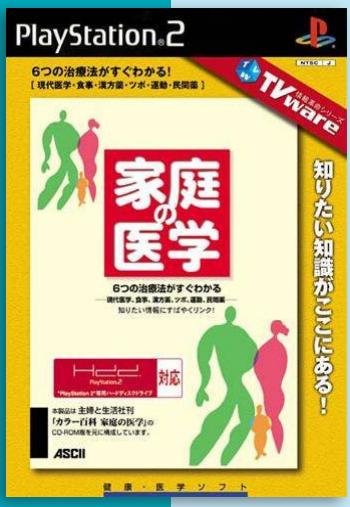
Katamari Damacy enjoyed moderate success in Japan. The game was sold at about two-thirds of the price of a new game at the time. It was the top selling game the week of its release with 32,000 units sold, and sold over 155,000 copies in Japan by the end of 2004. However, Namco originally estimated that over 500,000 units would be sold in Japan.

The game was not released in PAL territories such as Europe and Australia since publishers thought it was too *"quirky"* for these markets; however, Electronic Arts picked up both sequels, We Love Katamari and Me & My Katamari, for release in Europe.

The North American release of the game was very well received by professional reviewers, was mentioned and praised on TechTV, and was a featured sidebar in the May 23, 2004, edition of Time magazine. Time continued to praise the game in its November 22, 2004 "Best games of the year" special, calling it *"the most unusual and original game to hit PlayStation2"*. Most retailers underestimated the demand for such a quirky game, and only purchased a few copies of this sleeper hit; it rapidly sold out nationwide, with sales surpassing 120,000 units in North America. It also won the U.S. award for "Excellence in Game Design" at the 2005 Game Developers Choice Awards, and G4 awarded Katamari Damacy its "Best Innovation" prize in its G-Phoria of that year. Katamari Damacy was one of the recipients of the 2004 Good Design Award in Japan, the first time a video game has won this award. In 2015, the game placed 13th on USgamer's The 15 Best Games Since 2000 list.

Although the game has rapidly achieved a cult following and has been praised by many reviewers, it also has its share of criticism. A common complaint is that the game is relatively short and repetitive—it can be completed in under ten hours, and the gameplay stays virtually the same all the way through. However, others, such as Electronic Gaming Monthly reviewer Mark McDonald (who gave the game 8.5 out of ten with his EGM staff), argue that the game's limitations are made up for by its strengths: *"Sure, you're basically doing the same thing each mission, but Katamari's elegant controls, killer soundtrack, and wicked humor make it perfectly suited for replay."* As a well-executed, non-traditional game, Katamari Damacy has been influential in the game development community. Since its release, a number of designers have developed works inspired by Katamari: one example is The Wonderful End of the World.

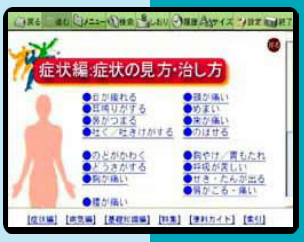
Katei no Igaku TV Ware Series

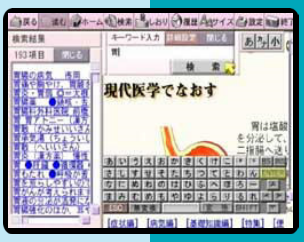


Developer ASCII Entertainment
Publisher Artdink
Release date (jp) December 6, 2001
Genre Miscellaneous
Mode 1 Player

Katei no Igaku TV Ware is a “Household medicine” dictionary and the second in Artdink TV Ware Series. The software explains six different home medical remedies, such as modern medicine, diet, Chinese medicine, acupoints and exercise, along with other treatments.

The game is compatible with a USB mouse and keyboard.





J

8.7

Keroro Gunsou: MeroMero Battle Royale

J

Developer Bandai
Publisher Bandai
Release date (jp) September 30, 2004
Genre Fighting
Mode 1-2 (4) Players

Keroro Gunsou: MeroMero Battle Royale is a multiplayer party fighting game similar to Power Stone, based on the anime and manga franchise known internationally as Sgt. Frog. Up to four players can play as one of twelve characters and fight it out in an overhead-view arena. Many items and weapons pop up during battles, which characters can grab and use against their opponents.

Keroro Gunsou: MeroMero Battle Royale Z

8.3

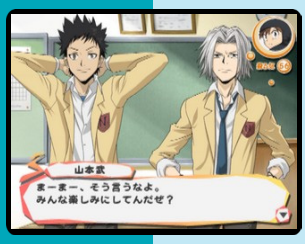
J

Developer Bandai
Publisher Bandai
Release date (jp) November 17, 2005
Genre Fighting
Mode 1-2 (4) Players

Keroro Gunso: Meromero Battle Royale Z is based on the Keroro Gunso series and a follow-up to Keroro Gunsou: MeroMero Battle Royale. Players can go head-to-head with three other players and try out survival-style action challenges in 3D stages, featuring Gundam cameos, and plenty of gimmicks and items.

Kateikyoushi Hitman Reborn!!

8.6



J

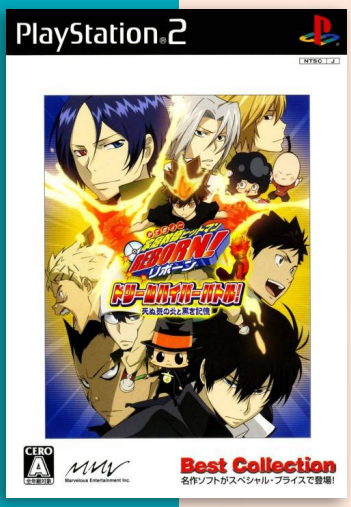
Developer	Takara Tomy
Publisher	Takara Tomy
Release date	(jp) October 25, 2007
Genre	Action
Mode	1 Player

Katekyoo Hitman Reborn: Let's Ansatsu! Nerawareta 10 Daime! is a visual novel based on the manga by Akira Amano. The player takes the role of a ninja apprentice, who is assigned to murder Tsuna Sawada. To do that the player must interact with Tsuna's relatives so he can later use his appearances as a disguise and attack. In each attack a crosshair appears in front of the victim and quick time event occurs.

Katekyo Hitman Reborn! Dream Hyper Battle!

8.9

Best Collection



Developer	Marvelous Entertainment
Publisher	Marvelous
Release date	(jp) August 30, 2007
Genre	Action, Fighting
Mode	1-2 Players

Katekyō Hitman Reborn! Dream Hyper Battle! is a 3D fighting game based on the anime Reborn!, and developed by the company that produced the show specifically to promote it. It features a story that spans from the beginning of the series, when average middle school student Tsunayoshi Sawada is first told by the notorious assassin Reborn that he is next in line to lead a mafia family, to the attack of Mukuro Rokudo's Kokuyo Gang.

The gameplay itself is in the style of a one-on-one brawler, where players are able to travel around an open area as they battle their opponent. Every character has the ability to dash, block, and call in support, with other abilities being unique to each character. Additionally, every character can enter Dying Will Mode upon filling a gauge at the bottom of the screen, giving their character greater strength, along with a special move that may be activated upon the complete loss of the opponent's health. Two main modes are available for play: Episode mode, which contains scenes and dialogue from the anime, or Dream Hyper Battle! mode, which gives the player freedom to battle with and against all unlocked characters.

J

"mobygames.com"

Katekyoo Hitman Reborn Nerae!? Ring x Bongole Returns

6.5

Developer	Marvelous Entertainment
Publisher	Marvelous
Release date	(jp) August 28, 2008
Genre	Adventure
Mode	1 Player

Katekyoo Hitman Reborn Nerae Ring x Bongole Trainers is an adventure game based in the manga in which the player has to train with all the different characters to improve his levels. The training part is a quick time event where players press the correct button when a button symbol appears in the bottom bar. The game also feature unlockables CG and other galleries.

J

Katekyoo Hitman Reborn! Kindan no Yami no Delta

8.6

J

Developer	Marvelous Entertainment
Publisher	Marvelous
Release date	(jp) November 20, 2008
Genre	Action, Fighting
Mode	1-2 Players

Another game based on the Reborn! anime. The battles are rendered in 3D. Players choose a partner and form teams and choose their fighting style. The game feature a large array of characters from the Future Arc. Players can customize their attack patterns and design more than 100 combinations.

"play-asia.com"

Kattobi! Golf

Developer	Konami
Publisher	Konami
Release date	(jp) March 27, 2003
Genre	Sports
Mode	1-4 Players

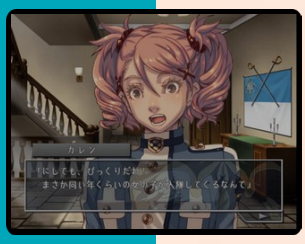
Kattobi Golf takes a comical approach to Golf. The golf courses are placed in many unusual locations, such as the in a desert, beside a waterfall, or in a volcano. There are also different kinds of obstacles in each course, such as walking crabs in the waterfall stage, or running bulls in the desert zone. The game feature 4 play modes of play, including Stroke, Match, Tournament and Challenge.

"psxdatacenter.com"

J

Kazeiro Surf

6.0



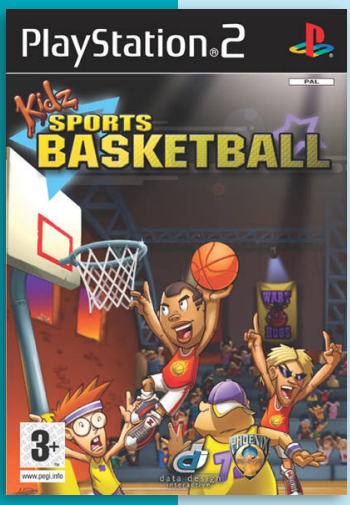
J

Developer	Russel
Publisher	Russel
Release date	(jp) May 28, 2009
Genre	Visual novel
Mode	1 Player

Kazeiro Surf is set in 1923, after WWI. After tje war ended, a lot of countries still was at odds with each other. Erika, a mechanic, and her family lived in Juktland. One day, Anthony, her father, received a command from Juktland Army. He had to work as an airplane mechanic for the Roby Independent Aerial Platoon. Erika didn't want him to overwork, so she went in behalf of him. But she was not especially welcomed by the soldiers there.

Kidz Sports Basketball

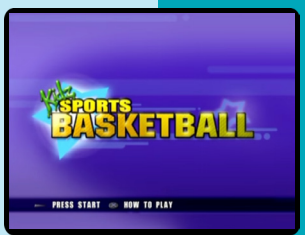
4.9



Developer	Data Design Interactive
Publisher	Phoenix Games
Release date	(eu) 2007
Genre	Sports
Mode	1-2 Player

Kidz Sports Basketball is a sports title from English developer and publisher Data Design Interactive. The game was released on the PlayStation 2, Windows and Wii.

The game was reviewed by IGN, and received a 1.0 out of 10. It was criticized for awful gameplay, and bad graphics.



P

Kidz Sports Ice Hockey

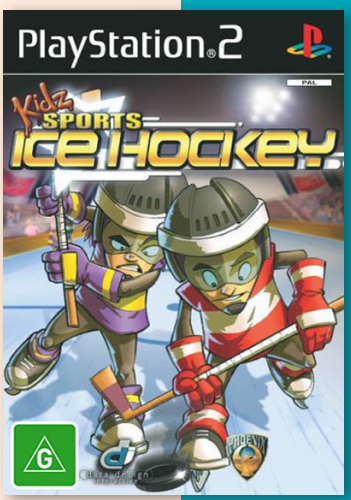
3.6

P

Developer	Data Design Interactive
Publisher	Phoenix Games
Release date	(eu) 2008
Genre	Sports
Mode	1-2 Players

Kidz Sports Ice Hockey is a sports game by budget developer, Data Design. As with the rest in their series, it uses a template of the same interface and gameplay mechanics, simply subbing in new characters and animations to make subtle differences for each game.

The game received overwhelmingly negative reviews, including a 1.0/10 from IGN.



Kimi ga Aruji de Shitsuji ga Oro de: Otsukae Nikki

7.0

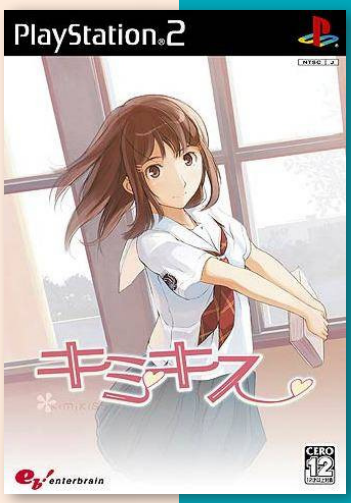
Developer	Minato Station
Publisher	Minato Station
Release date	(jp) March 27, 2008
Genre	Visual novel
Mode	1 Player

Kimiaru, also known as They Are My Noble Masters, is a Japanese adult visual novel originally released for Windows. The PlayStation 2 port removed all the adult-content.

In this game, Ren Uesugi and his sister, Mihato, works as servants to the three sisters of the Kuonji family.

KimiKiss

9.0



Developer	Enterbrain
Publisher	Enterbrain
Release date	(jp) May 25, 2006
Genre	Visual novel
Mode	1 Player

KimiKiss is a dating sim for the PlayStation 2. The story revolves around Kouichi Aihara. Kouichi's childhood friend Mao Mizusawa has returned to Japan after living in France for two years. Kouichi is surprised to learn that, since her parents are remaining overseas for the time being, his mother has agreed to let Mao stay with them. They help each other deal with the ups and downs of high school romance.

KimiStar: Kimi to Study

7.7

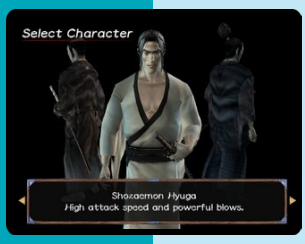
Developer	Primavera
Publisher	Primavera
Release date	(jp) April 27, 2006
Genre	Visual novel
Mode	1 Player

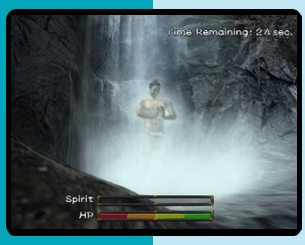
The protagonist, Suga Natsuno, is the teacher in charge of Class 3-Z. Natsuno dreamt of being like the hot-blooded teachers seen in TV dramas, but the class is full of "irregular" students. The school director said that if he clears the 'condition' given to him, he'll properly hire him but said condition is to pretty much to have all the students of Class 3-Z graduate.

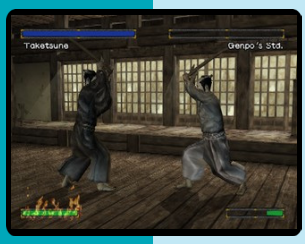
"psxdatacenter.com"

Kengo: Master of Bushido

6.2

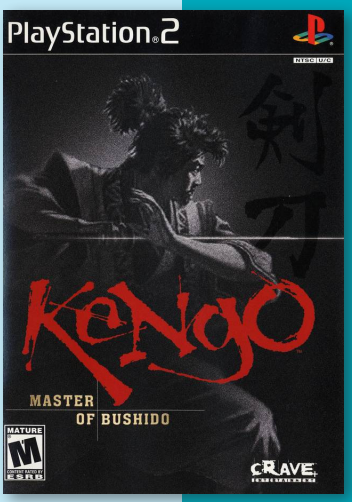






J N P

Developer	Light Weight
Publisher	Genki, (us) Crave, (eu) Ubisoft
Release date	(jp) December 14, 2000
Genre	Action, Fighting
Mode	1-2 Players



Kengo is a series of video games developed by Genki. Kengo is considered a spiritual successor to the Bushido Blade game series for the PlayStation.

Kengo: Master of Bushido, released as Kengo in Japan, is a fighting game in which players try to master "The Way of the Warrior" (Bushido).

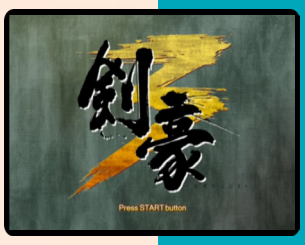
While Kengo's graphics are sub-par for PlayStation 2, Kengo possesses some unique gameplay features. Although they evolved from Light Weight's previous Bushido Blade titles, their depth are the strongest factor of this title. There is only one button for attack and success is achieved through patience, timing, and skill.

The game features three modes single-player, versus and tournament. The first starts the training where the master teaches players all the knowledge required for this martial art form. In the Dojo players will slowly advance in technique and weaponry, starting with wooden sticks and ending with katanas. The player character has several statistics such as strength and speed which can be upgraded in RPG-like fashion. Besides fighting players will also learn to meditate in various ways. In versus or tournament mode the player can bring their experience into practice and play against another player or the computer.

Kengo 3

7.4

Developer	Light Weight
Publisher	Genki
Release date	(jp) September 22, 2004
Genre	Action, Fighting
Mode	1-2 Players



J

Kengo 3, the sequel to Sword of the Samurai, featuring much improved graphics and a simplified fighting system from Kengo 2.

In this third part of the series it is the players aim to travel around Japan during medieval times and win battles to claim their place as the most powerful samurai. The game features a real day/night system and allows players to visit 11 regions in different time periods of Feudal Japan.

Kimi ga Nozomu Eien

9.0

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) May 1, 2003
Genre	Visual novel
Mode	1 Player

Kimi ga Nozomu Eien (君が望む永遠, lit. The Eternity You Desire), or Kiminozo for short, is a Japanese adult visual novel developed by Âge and released on August 3, 2001 for Windows. It was later ported to the Dreamcast and PlayStation 2.

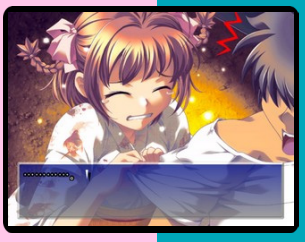
Kimi ga Nozomu Eien is a romance visual novel in which the player assumes the role of Takayuki Narumi. Its gameplay requires little player interaction as much of the game's duration is spent on reading the text that appears on the screen, which represents the story's narrative and dialogue. The text is accompanied by character sprites, which represent who Takayuki is talking to, over background art.

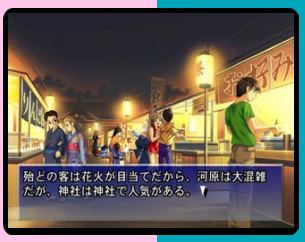
Kimi ga Nozomu Eien follows a branching plot line with multiple endings, and depending on the decisions that the player makes during the game, the plot will progress in a specific direction. There are eight main plot lines that the player will have the chance to experience, one for each heroine. Every so often, the player will come to a point where he or she is given the chance to choose from multiple options. To view all plot lines in their entirety, the player will have to replay the game multiple times and choose different choices to further the plot to an alternate direction. The game is divided into two chapters, with the first one revolving around the events leading up to August 20 and the second chapter set three years later. It is in the second chapter that the game allows the player to choose to pursue one of the eight heroines and also has endings if the player chooses to pursue more than one of the girls at the same time.

The updated version for Windows Vista, Kimi ga Nozomu Eien: Latest Edition, contains a third chapter. The original Windows edition has 14 endings, and the DVD version for Windows has two additional bad endings. In the adult versions of the game, there are scenes with sexual CGs depicting Takayuki and a given heroine having sex. Later, the consumer port versions were released without the adult content.

Limited Edition

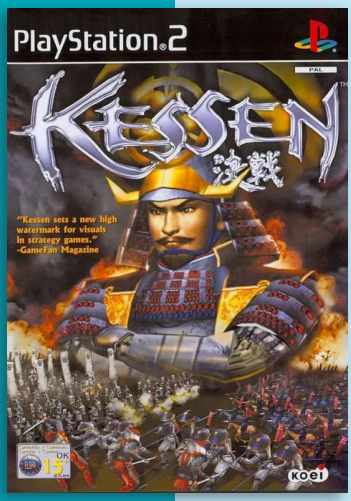
J

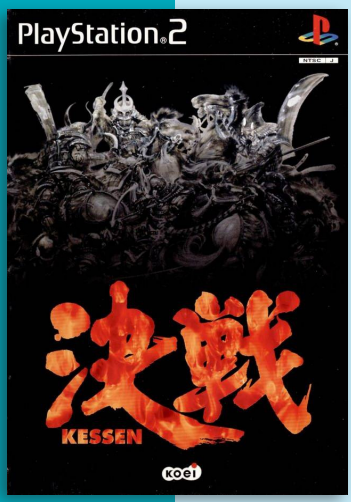




Kessen

7.5





J N P

Developer	Koei
Publisher	Electronic Arts, (jp) Koei, Tecmo Games
Release date	(jp) March 4, 2000
Genre	Real-time strategy
Mode	1 Player

Kessen (決戦, "Final battle") was a launch game for the PlayStation 2 in Japan and North America. It was initially the only real-time wargame game available for the PlayStation 2.

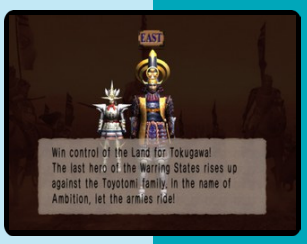
It is a real-time tactics game set in feudal Japan, focusing upon a conflict between the eastern Tokugawa clan and western Toyotomi clan (with Ishida Mitsunari as the Toyotomi's guardian and protector) shogunates at the end of Sengoku Jidai. Tokugawa Ieyasu served as the primary representative for the Eastern forces where the Western army changed leaders based on the results of select key battles.

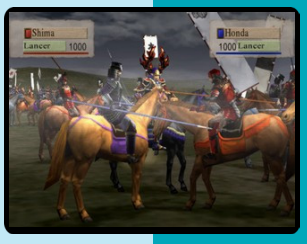
Although it was, for the most part, historically accurate, the game contained a number of "what-if" scenarios, for example, if the Western forces are victorious at the Battle of Sekigahara (historically an Eastern victory).

A note from the game's producer, Kou Shibusawa, addressed to players before any campaign begins, explains his desire to take his own twist on this segment of history but felt too constricted by cinema to do so properly. With Kessen, he believes that he was able to explore his ideas more freely. Thus, several of the game's cut scenes have a theatrical feel similar to chanbara and jidaigeki films.

Before each campaign begins, a narrator enlists a brief summary of the events proceeding the selected campaign to help familiarize players with the battle taking place. After the pre-planning of the battle is finished, a cinematic event occurs, often dramatizing character interactions or significant historical events that took place before the battle occurs. Similar events also occur after the war council, during battle, and at the battle's end.

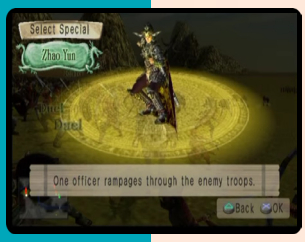
Among the historically accurate retelling of events, preference for the oft romanticized accounts were sometimes used. Notable instances include Hosokawa Gracia ordering a soldier to kill her and Tokugawa Hidetada ordering the assassination of Sanada Masayuki for causing his tardiness at Sekigahara.

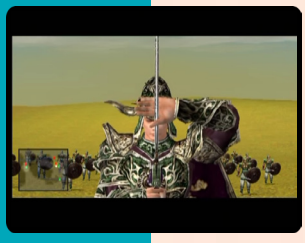




Kessen II

7.1





Developer	Koei
Publisher	Koei, (us) SCEA, (eu) THQ
Release date	(jp) March 29, 2001
Genre	Real-time strategy
Mode	1 Player

Kessen II (決戦 II Kessen Tsu) is a strategy game loosely based on the Three Kingdoms period of China. It is the sequel to Kessen in name only; both Kessen and the later sequel Kessen III are based on events in Japan.

The gameplay involves playing out major battles as the storyline progresses, with cutscenes between each battle for the development of the events and major characters. Before battle, players are given a choice of strategies to take, although they can manually control all units in the battlefield. All units are controlled by the AI unless the player directly intervenes, and battles between forces are carried out in real time. While in control of a unit, players are able to use special skills or magic spells to turn the tables, although enemy characters are also able to do so.

Unlike Koei's other games based on Romance of the Three Kingdoms (Dynasty Warriors and the Romance of the Three Kingdoms game), the plot of Kessen II is a heavily fantasized version of the novel. The last of the Han dynasty family, Liu Bei, begins a rebellion against the kingdom of Wei led by Cao Cao, with much of the game's events being based on the novel with alterations due to the different storylines. A significant change to the story involves a romance between Liu Bei and the character Diao Chan, being a significant factor behind Liu Bei's decision to go to war, and Himiko, a fictional sorceress created for the game. In addition to the fantasized theme, Kessen II departs from its realistic predecessor. Koei introduces elements of magic, especially with the portrayal of notable strategists such as Zhuge Liang and Sima Yi as sorcerers. In battle, these characters are able to cause earthquakes, summon lightning storms and hurl fireballs.

The game received "average" reviews, according to Metacritic. In Japan, Famitsu gave it a score of 35 out of 40.

J N P

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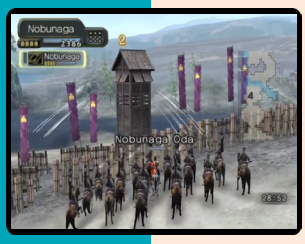
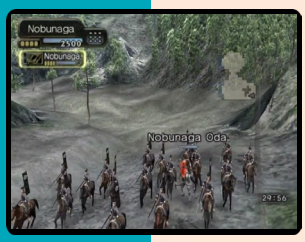
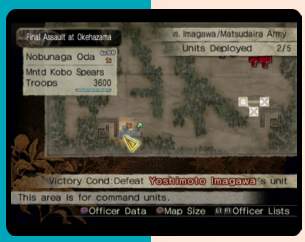
Kessen III

7.3







Developer	Koei
Publisher	Koei, (eu) Koei Tecmo Games, (us) SCEA
Release date	(jp) December 22, 2004
Genre	Real-time strategy
Mode	1 Player

Kessen III (決戦III) implements gameplay elements from the Warriors series and is the longest title of the three. The game claims to recount the history of the Samurai Warriors characters (a similar notation was also made for Saihai no Yukue).

Kessen III refines the mechanics of the previous games even further while introducing new core elements. The flow of the game begins with the player selecting a mission from those available on the map. After being briefed on the mission's details, the player then selects which units to bring into the battle before issuing basic marching orders. During the battle itself, the player is in control of an individual unit and can switch between friendly units at any time, while the other units are controlled by AI. Battle commences when friendly and enemy units encounter one another and unit health is measured by the number of troops remaining in the unit. Troops also have specific skills related to their particular type (cavalry, spearmen, ninja, etc.) and officers can learn powerful special skills and abilities such as defensive strategies or attack magic that can turn the tide of battle.

All officers have access to a special skill called "rampage." When used, the action zooms in around that officer, and the player enters a short, timed mini-battle against troops from an enemy unit. During a rampage, the player can earn bonus experience, gold, and restore lost troops to the unit by picking up the proper items dropped by defeated soldiers. After 100 soldiers are defeated, the enemy unit's officer appears, and if the player can defeat them, the officer under the player's control may receive even further bonuses.

Battles end when the primary objective has been achieved. These objectives may include wiping out all enemy units, destroying a specific target, escorting a unit to a particular location, or making an escape.

Kessen III was met with positive to average reception upon release; GameRankings gave it a score of 75.04%, while Metacritic gave it 73 out of 100.

J N P

7.4

Kidou Senshi Gundam 00: Gundam Meisters

J

Developer	Namco Bandai Games
Publisher	Namco Bandai Games
Release date	(jp) October 16, 2008
Genre	Action
Mode	1-2 Players

Mobile Suit Gundam 00: Gundam Meisters is a 3D action game based on the anime, Mobile Suit Gundam 00.

Out of the 4 meisters involved in Celetial Being, players can choose one of them as their player character and take up the missions that challenges both their reflexes and judgement.

Kidou Senshi Gundam Seed Destiny: Generation of C.E.

8.2

J

Developer	Tom Create
Publisher	Bandai
Release date	(jp) August 25, 2005
Genre	Action, Strategy
Mode	1 Player

Generation of C.E. is a strategy game similar to the Super Robot Wars and SD Gundam G Generation series. Units move around on a hex-based map, while attacks are represented by 3D animations. The game is split into missions, before missions, a briefing introduces winning and losing conditions to the player. As the game progresses, more characters and mobile suits become available.

8.4

Kidou Senshi Gundam SEED Destiny: Rengou vs. Z.A.F.T. II Plus

J

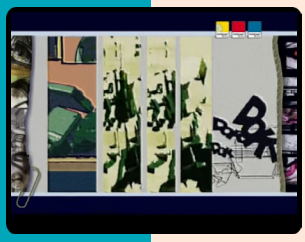
Developer	Namco Bandai Games
Publisher	Namco Bandai Games
Release date	(jp) December 7, 2006
Genre	Third-person shooter
Mode	1-2 Players

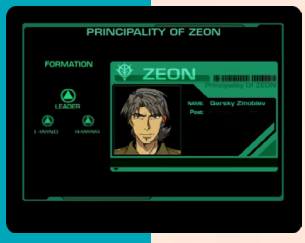
P.L.U.S. Mode is the PS2-exclusive 'mission mode' to Mobile Suit Gundam Seed Destiny: Rengou vs. Z.A.F.T. II, Players assumes the role of Shinn Asuka, and completes missions based on the SEED Destiny series.

The game feature a 'relationship' system where the player can gain the trust of pilots in the SEED/SEED Destiny series, based on their actions.

Kidou Senshi Gundam Senki: Lost War Chronicles

7.7





Developer	Bandai
Publisher	Bandai
Release date	(jp) August 1, 2002
Genre	Third-person shooter
Mode	1-2 Players

Mobile Suit Gundam: Lost War Chronicles (機動戦士ガンダム戦記 Lost War Chronicles) is a sci-fi mech shooter/mech simulator developed and published by Bandai Interactive for the PlayStation 2. The Lost War Chronicles was developed largely by the same group that was responsible for developing Mobile Suit Gundam: Journey to Jaburo.

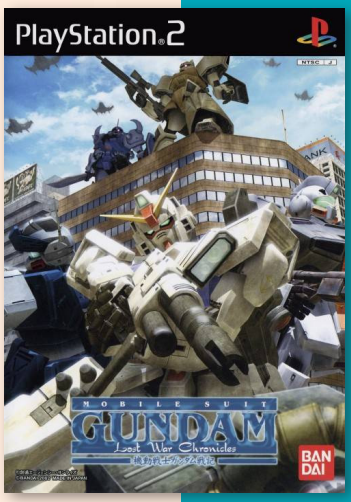
The game follows in the vein of Journey to Jaburo's "Tactics Battle" mode. The setting is the One Year War, however rather than following the official events of the television series, Lost War Chronicles follows in the vein of such games as Mobile Suit Gundam Side Story: The Blue Destiny. The player assumes the role of either Captain Matt Healy and fights for the Earth Federation, or the role of Lt. Ken Bederstadt and fights for the Principality of Zeon.

The Gameplay follows in the vein of Journey to Jaburo, but is significantly improved from the awkward controls of its predecessor by the simple fact that it allows a form of control using the left analogue stick. The game features an intro atypical to Gundam games and especially to the context of the story. Rather than being a dramatic battle or a recounting of historical events from the Universal Century, it is more of a homage to Gundam fandom. It features stylized color and silhouettes of mobile suits, schematics and Gunpla in its individual parts in plastic framework set to a mellow J-Pop style musical theme.

Lost War Chronicles was adapted into a two volume manga series, published by Kodakawa Shoten in Japan and Tokyopop in America. This was the only US release of this saga. The two volumes were both released in the United States.

On release, Famitsu magazine scored the game a 31 out of 40.

"gundam.wikia.com"

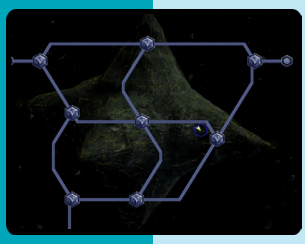


Limited Box

Gundam the Best

8.7

Kidou Senshi Gundam: Giren no Yabou - Axis no Kyoui V



Developer	Bec
Publisher	Namco Bandai Games
Release date	(jp) February 12, 2009
Genre	Turn-based strategy
Mode	1 Player

Kidou Senshi Gundam: Giren no Yabou - Axis no Kyoui V is part of the series of turn-based strategy games developed and published by Bandai, based on the popular Mobile Suit Gundam franchise. It takes its gameplay style from the SD Gundam series and adds political and military management to the One Year War. The title is derived from that of Nobunaga's Ambition, although the English title uses a different translation for the word yabou.

Gihren's Ambition: The Menace of Axis V is an expanded re-release of the fourth game in the series, Menace of Axis, released for the PSP. It featured new characters and mobile suits from Z-MSV, Advance of Zeta: The Flag of Titans, Gundam Sentinel, and Hathaway's Flash. It also featured a bonus faction: Tem Ray's forces.

There are roughly 400 units featured in this version. Unlike previous games, however, event scenes do not have animation: instead there are more than 400 still scenes created in collaboration with Sunrise to represent important events.

"gundam.wikia.com"

Gundam 30th Anniversary Collection

Kidou Shinsengumi: Moeyo Ken

5.0

Developer	RED Entertainment
Publisher	Enterbrain
Release date	(jp) December 26, 2002
Genre	Role-playing
Mode	1 Player

Moeyo Ken, also known as Kidō Shinsengumi Moeyo Ken, is a PS2 video game from 2002 about magical girl variants of Shinsengumi, a police force, and of Sakamoto Ryunosuke and his illegal companion, Nekomaru.

Moeyo Ken was created by Hiroi Oji, creator of the Sakura Wars series, with character designs by Rumiko Takahashi, the creator of Ranma 1/2 and Inuyasha.

The game was also adapted into an OVA.

Kikou Heidan J-Phoenix: Cobalt Shoutaihen

8.3

Developer	Takara
Publisher	Takara
Release date	(jp) December 5, 2002
Genre	Action
Mode	1-2 Players

Cobalt Shoutaihen (lit. “Cobalt Unit chapter”) is an expansion to Kikou Heidan J-Phoenix. The game bring a new story (rather than a side story to the original), more characters, more parts and a bit of a more balanced gameplay.

J

Kikou Heidan J-Phoenix 2

8.6

J

Developer	Takara
Publisher	Takara
Release date	(jp) August 28, 2003
Genre	Action
Mode	1-2 Players

J-Phoenix 2 features over 240 missions. Players will control a team of 3 to battle the enemies. There are various tactics and formations they can use during each mission. A new Ring Radar system is added to the game, which automatically lock-on to the targets.

There are more than 140 parts players can purchase for their robot, some combinations give your character special abilities, such as teleport.

Kikou Seiki G-Breaker 2: Doumei no Hangeki

8.1

Developer	Atelier-Sai
Publisher	Sunrise Interactive
Release date	(jp) August 8, 2002
Genre	Shoot’em up
Mode	1-2 Players

Kikou Seiki G-Breaker 2: Doumei no Hangeki (lit. “Counterattacking Armor G Breaker 2 Alliance”) is a action game that depicts the battle between the Cloud alliance and the Deon federation set on the planet Claudia. The game is part of a trilogy and is the sequel to Kikou Seiki G-Breaker: Daisanshi Cloudia Taisen.

J

8.4

Kikou Seiki G-Breaker: Daisanshi Cloudia Taisen

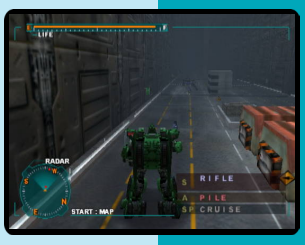
J

Developer	Atelier-Sai
Publisher	Sunrise Interactive
Release date	(jp) April 25, 2002
Genre	Action, Strategy
Mode	1-2 Players

G-Breaker tells the story of the planet Cloudia and its ongoing war between two arguing factions. As a member of the Cloud Force, players will test their mettle against the legions of Deon on grid-lain battlefields. Though the majority of the action is played out Armored Core style via the third-person perspective, the game also incorporates a heavy dose of strategy.

Kikou Seiki G-Breaker: Legend of Cloudia

8.8



J

Developer	Atelier-Sai
Publisher	Sunrise Interactive
Release date	(jp) November 7, 2002
Genre	Action
Mode	1-2 Players

Legend of Cloudia is the sequel to the simulation RPG, Armored G Breaker. This game is an action game that feature more simple gameplay.

The game is set a few months after the end of the Third Claudia Wars where the cloud alliance won the war. But the peace won't last long.

Kikou Souhei Armodyne

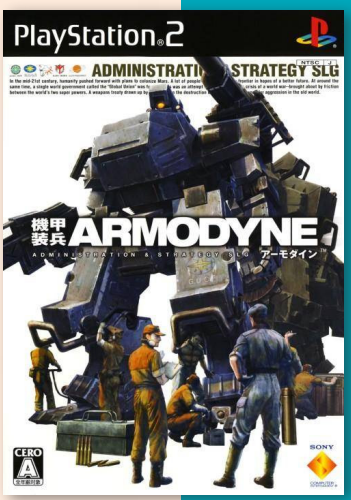
8.2

J

Developer	Omiya Soft
Publisher	SCEI
Release date	(jp) February 22, 2007
Genre	Strategy
Mode	1 Player

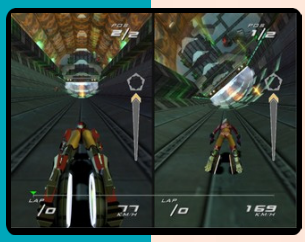
Kikou Souhei Armodyne is a PlayStation 2 mech based strategy game similar to the Front Mission series.

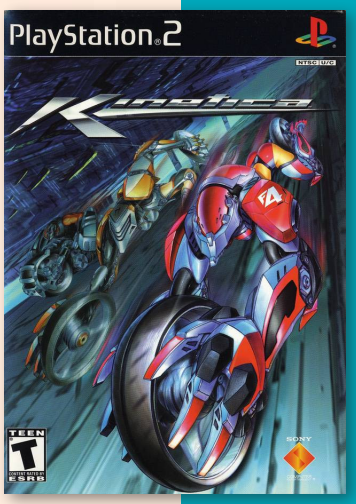
The player is not a pilot, but a "commander of the platoon", and it is the player's job to train, organize and send the platoon out in battle. In the battle part, the player can issue instructions individually, but since the pilots have intention without having to operate, they act with their own judgment.



Kinetica

7.7





Developer SCE Santa Monica
Publisher SCEA
Release date (us) October 14, 2001
Genre Racing
Mode 1-2 Players

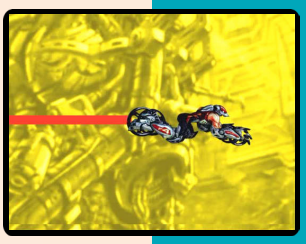
Kinetica is a futuristic racing game developed by SCE Santa Monica Studio and published by SCE exclusively for the PS2. It was the first game to use the Kinetica game engine which would later be used for the video games SOCOM U.S. Navy SEALs, God of War and God of War II. The game incorporates the use of SoundMAX audio technology by Analog Devices. An art book titled The Art of Kinetica was included with the game itself, containing artwork of the game's characters.

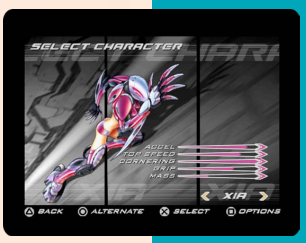
Kinetica is set in the future versions of Earth's major cities, outer-space, and some fictional locations in the Earth's distant future. Nine racers compete while wearing "Kinetic Suits", which have wheels on the hands and feet, giving racers the appearance of motorcycles. Kinetic Suits have the ability to scale walls and ceilings, the vehicles are capable of reaching terminal velocity and beyond, reaching speeds of over 350 miles per hour (560 km/h).

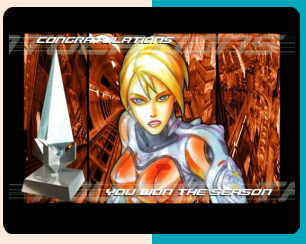
The goal is the same as any racing game: be the first to cross the finish line. There are fifteen tracks and three seasons in the game. Each season consists of four tracks that the player must obtain a certain place in to advance. Getting first place in every race in a season will unlock a bonus track, and getting first place in the bonus track will unlock both the default and alternate versions of one of the unlockable characters.

Scattered around the tracks are power-up crystals that come in yellow and purple colors. Collecting five yellow crystals will give the player a power-up, while getting one purple crystal automatically gives the player a power-up regardless of how many yellow crystals the player has collected. Characters can perform stunts on the ground and in the air to add to the boost meter to gain access to faster than normal speeds, though this meter can also be filled by getting one of the three boost power-ups from the power-up crystals.

The game's soundtrack is mostly house, breakbeat, and trance, featuring tracks by Amoeba Assassin, Skope, Hybrid, Way Out West, Meeker, Juno Reactor, Derek Hilland, Tenth Chapter, Vitae, and Master Source Music Catalog, Inc.

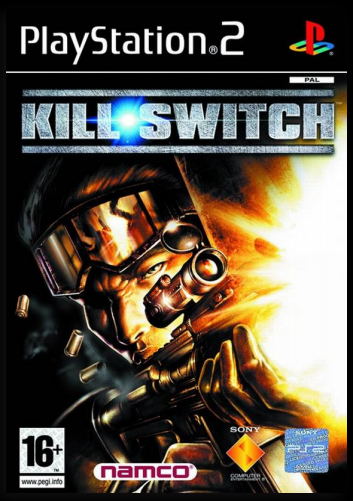






7.3

Kill.switch



Developer	Namco
Publisher	Namco, (eu) SCEE
Release date	(us) October 28, 2003
Genre	Third-person shooter
Mode	1 Player

Kill Switch (stylized as kill.switch) is a third-person shooter developed by Namco USA for PlayStation 2, Xbox and Windows.

The most distinguishing characteristic of Kill Switch is its cover system, a mechanic that has the player character taking cover behind objects and around corners in a manner similar to the Time Crisis series as well as Koei's third-person shooter WinBack and Hideo Kojima's Metal Gear Solid 2: Sons of Liberty. However, Kill Switch was the first third-person shooter to feature the cover system as its core game mechanic, though Gears of War would popularize it.

Players take control of an enhanced soldier with no memory of who or where he came from. The story unfolds over the course of fifteen missions, spanning 5 levels, and through FMV cinematics.

At first players cause all sorts of mayhem in various global hotspots, but as the past is made clear, the real enemy and their ultimate objective will be revealed.

Kill Switch is best remembered to be the first third-person shooters to feature a cover system as its core game mechanic, and for introducing the blind fire mechanic to the cover system. Several shooters took inspiration from Kill Switch and implemented similar cover systems. In the design of Gears of War, lead developer Cliff Bleszinski of Epic Games credits Kill Switch's cover system as one of the influences they put into the game's design, as Kill Switch's lead designer Chris Esaki was employed by Epic Games and was involved in the development of Gears of War.

Naughty Dog's Uncharted: Drake's Fortune, which began development in 2005 and was released in 2007, also took inspiration from Kill Switch, which Uncharted's lead designers Evan Wells and Amy Hennig credited as inspiration for the game's cover system Other examples of shooters that featured Kill Switch-inspired cover systems include the 2005 third-person shooter CT Special Forces: Fire for Effect, and the 2006 games Tom Clancy's Rainbow Six: Vegas.

WHERE DID HE COME FROM?

THE SECOND TO LAST THING THAT'LL GO THROUGH YOUR MIND

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PlayStation.2

TO BE THE BEST, YOU'VE GOT TO BEAT THE BEST

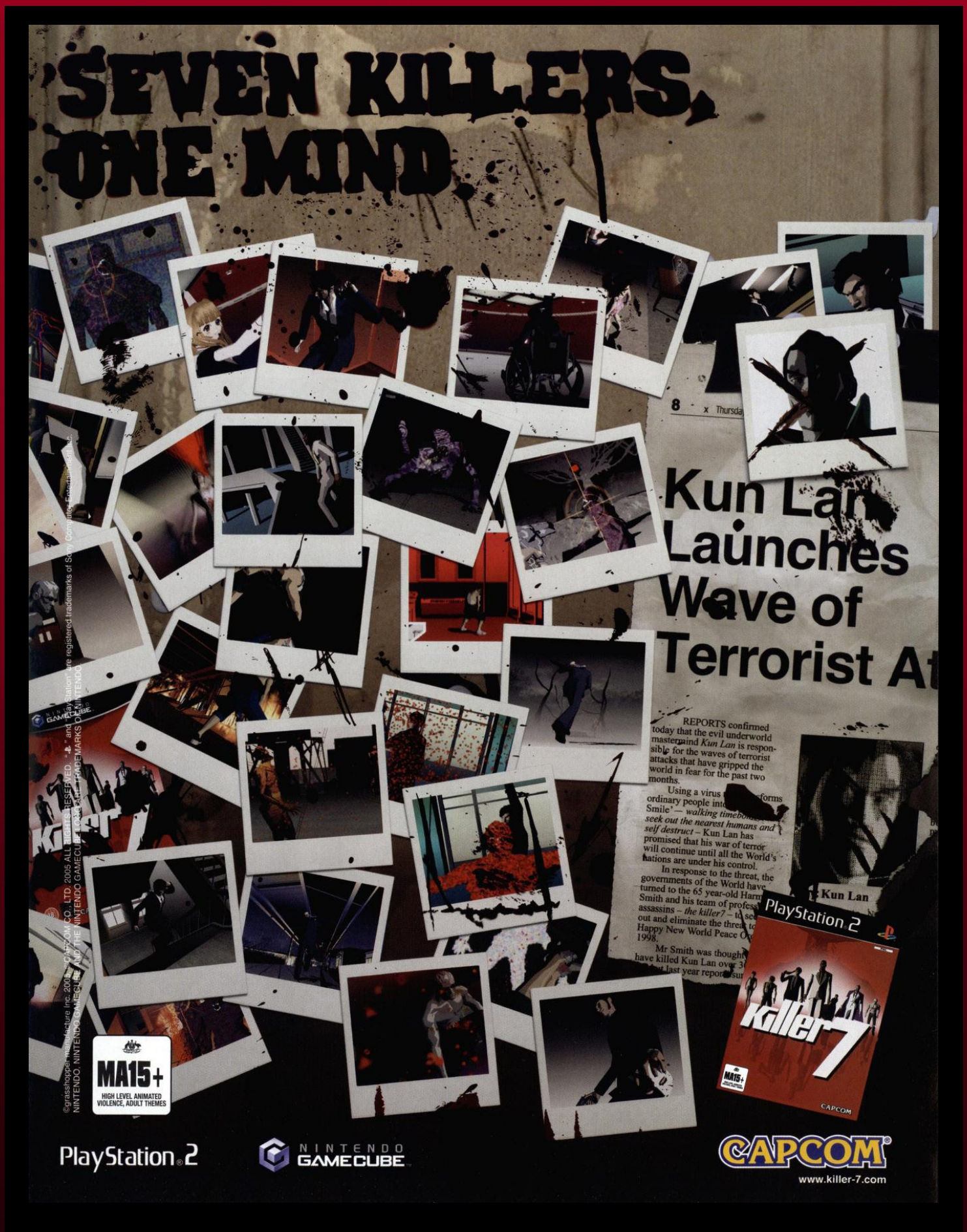
UNDERESTIMATE THIS ENEMY AT YOUR PERIL. THEY WILL WORK AS A UNIT TO TAKE YOU DOWN. FORTUNATELY, YOU HAVE TWO NEW COMBAT TECHNIQUES TO DEFEND YOURSELF WITH. THE 'OFFENSIVE COVER SYSTEM' ALLOWS YOU TO SHAPE YOUR BODY TO THE ENVIRONMENT, GIVING YOU VITAL PROTECTION. USING 'BLINDFIRE' YOU CAN LAY DOWN SUPPRESSING FIRE WITHOUT LEAVING YOUR COVER POSITION. UNFORTUNATELY, SO CAN THE ENEMY.

INCLUDES EXCLUSIVE BONUS DISC FEATURING PLAYABLE DEMO OF Socom II: U.S. Navy SEALS AND A PREVIEW TRAILER OF Syphon Filter™: The Omega Strain.

namco www.killswitch-game.com

fun, anyone?

PlayStation.2


SEVEN KILLERS, ONE MIND
Kun Lan Launches Wave of Terrorist At
REPORTS confirmed today that the evil underworld mastermind Kun Lan is responsible for the waves of terrorist attacks that have gripped the world in fear for the past two months.
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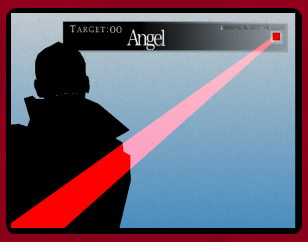
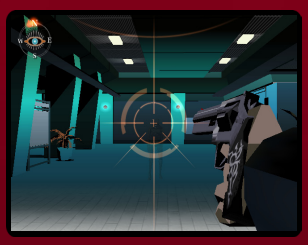
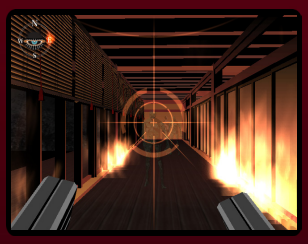






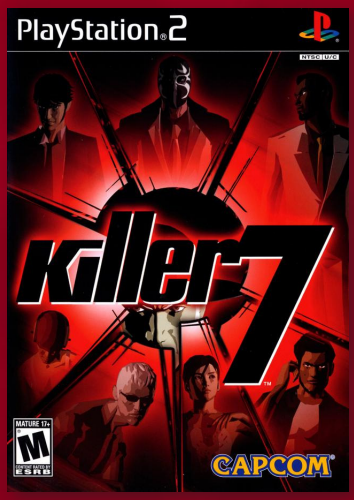
Developer	Grasshopper Manufacture
Publisher	Capcom
Release date	(jp) June 9, 2005
Genre	Action-adventure
Mode	1 Player

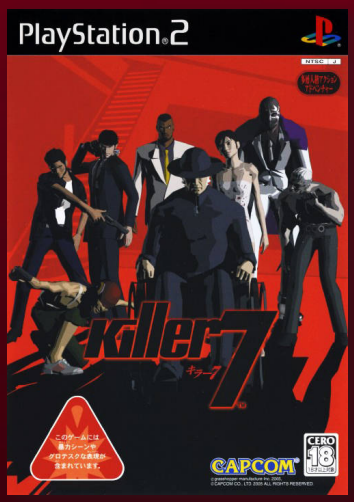
Killer7 is a 2005 action-adventure released on the GameCube and PlayStation 2. The game was written and directed by Goichi Suda, also known by the nickname Suda51, and produced by Hiroyuki Kobayashi.

Killer7 takes place in an alternate version of Earth in the early 21st century. After a treaty ends all international conflict, the world powers destroy all nuclear weapons by firing them into the upper atmosphere and intercepting them with other missiles. This event becomes known as “Fireworks” and symbolizes world peace to the general populace. In an effort to combat terrorism, pandemic disease, and cyberterrorism, the International Ethics Committee (IEC) shuts down all air travel and public use of the Internet. Air transportation is replaced by a system of intercontinental expressways. However, a new terrorist group called “Heaven Smile” appears, targeting the United Nations (UN) and IEC. The members of Heaven Smile are humans who have been infected with a virus that evokes a desire to kill. Factory-produced Smiles are given a “bomb-organ” that allows them to explode at will, their principal means of attack.

In this Earth, Japanese politics are dominated by two parties: the UN Party and the Liberal Party. The UN Party is more powerful and moves to end the Asian Security Treaty and sever ties with the United States. The UN Party seized control of the Japanese government through the wisdom of the “Yakumo Cabinet Policy”, a secret document which details how to run the “ideal nation”. It was written by the Union 7, young members of the Liberal Party who went on to found the UN Party. The US government is also eager to sever relations with Japan, seeing the country as a hindrance and of little economic value. The interaction between Japan and the US is a central source of conflict in Killer7.

The player controls the members of a group of assassins called the “killer7”. The group is led by an elderly man in a wheelchair named Harman Smith, who exhibits “Multifoliate Personae Phenomenon”. This condition allows him to physically transform into one of his seven assassin perso-

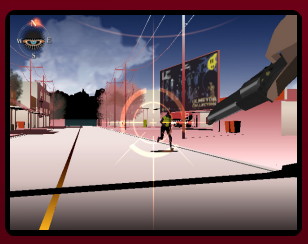




J N P

nae: African American Garcian Smith, aggressive Irish American Dan Smith, barefoot Japanese American female KAEDE Smith, albino Briton Kevin Smith, Puerto Rican Coyote Smith, young Chinese American Con Smith, and Mexican American luchador MASK de Smith. These people were gifted killers in life and Harman absorbed their souls through his condition after their deaths. The killer7 were temporarily incapacitated in an incident 50 years ago, in which the members of the group were systematically tracked and killed while performing a job at the Union Hotel in Pennsylvania. Garcian, whose power is to revive fallen personae, became the dominant personality as a result. In this capacity, he receives orders from the frail Harman when his consciousness is "awake" and accepts jobs from Christopher Mills, who hires the killer7 on behalf of the US government. Multifoliate Personae Phenomenon also causes Harman and his personae to see "remnant psyches"—ghosts of their past victims. Iwazaru, a man in a bondage suit, and Travis Bell, the killer7's first target, are the main remnant psyches who aid them throughout the game. The primary antagonist is an old friend of Harman's named Kun Lan. He has the "Hand of God", a supernatural power that produces the Heaven Smile virus.

The player controls the on-screen character, a member of the killer7 group, from a third-person view using the gamepad. The gameplay consists of elements of first-person shooter and action-adventure game with restricted movement (i.e. "on rails") — rather than allow free motion, the game limits the on-screen character to predetermined paths through the environment. The on-screen character moves forward by holding a button and reverses direction with another button press. At intersections, the player may choose which path to take. Progress is made by navigating the environment and solving puzzles. Some puzzles require the talents of a specific killer7 member. The player may switch between available members via a menu in the pause screen at any time. Other puzzles require magical rings or other items collected throughout the game.



Combat in Killer7 occurs when the player encounters enemies called "Heaven Smiles". Smiles announce their presence with a laughing sound effect and are initially invisible. The player must switch to a first-person viewpoint and scan the surroundings to reveal Smiles. While in first-person view, movement is disabled and the analog stick aims the character's gun. Targeting specific body parts will disable them; for example, shooting off a leg will cause a Smile to fall to the ground and crawl toward the player. The player may aim for a "critical point" that instantly destroys the Smile. Smiles that get too close will explode and injure the character. If a character dies, players can use Garcian Smith to retrieve the fallen character's head and bring them back to life; if Garcian dies, then the game ends.

Defeated Smiles yield "thick blood" and "thin blood". Thick blood functions similarly to experience points, and players gain more by shooting Smiles' critical points. The player may redeem thick blood for "serum" while in "Harman's Room", checkpoints that appear throughout the game. Serum is used to improve the attributes of the characters such as "power" and "speed". This also unlocks special abilities for the characters. Players may save their game to a memory card in designated Harman's Rooms. Thin blood is used to recover the characters' stamina and fuel special abilities.

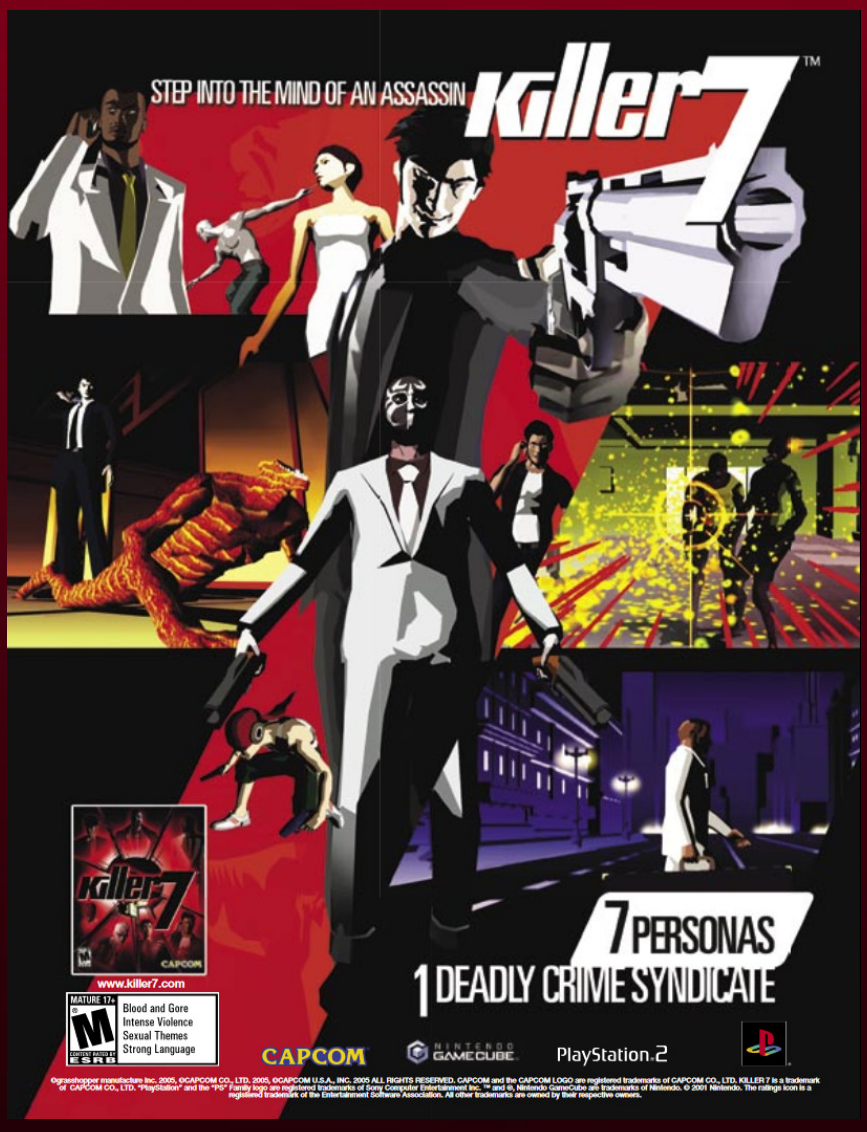
Completing the game unlocks another character "Young Harman" together with another level "Killer8".

Completing Killer8 unlocks "Hopper7".

Development for Killer7 began in mid-2002 as part of the Capcom Five, a set of games overseen by Shinji Mikami and intended to be exclusive to the GameCube. Capcom produced the games to bring new intellectual property to the video game industry, which the company viewed as stagnant. Killer7's gameplay mechanics were finalized late in development because most resources went to story and visual work. Director Suda51 wrote the scenario based on a plot he conceived together with Mikami, and later decided on the unconventional control scheme as a deconstruction of how gamers play and to *"create new expression"*. Complex controls and combos were omitted to present a system that fosters easy progression for the player. Producer Hiroyuki Kobayashi described the controls as *"intuitive"* and stated that the team wanted players to *"think when they are playing"* so they can enjoy the mystery in the story. The long development process culminated in several delays, the last of which was due to an artistic desire to release the game on July 7 (7/7).

Suda51 drew influence from film noir, particularly the theme of multiple personality disorder, and called Killer7 a *"hardboiled action-adventure"*. Hiro Sugiyama, Peter Saville, and American comic book artists, such as Adrian Tomine, inspired the artistic design and aesthetic. Suda51 noted the inclusion of cel animation in Western and Japanese anime styles was meant to legitimize video games as an art form by competing with traditional art forms in their stage. The game's anime sequences were created by Xebec, while the CGI sequences were handled by Digital Frontier. Kobayashi commented that Killer7 is *"styled more as an interactive story than a traditional game."* Suda also drew from yakuza film Battles Without Honor and Humanity: Hiroshima Deathmatch. His experience as an undertaker had a powerful effect on the portrayal of death in his games. The game reflects his interest in professional wrestling; Suda51 included a luchador character, MASK de Smith, and conducted interviews and attended promotional events while wearing a lucha libre mask. Reflecting on his work, Suda51 considers Killer7 his proudest achievement.

Despite its mixed reception, a number of video game publications recognized Killer7's unconventional gameplay and innovative style. At GameSpot's "Best and Worst of 2005" awards, the game was nominated for Best Story, Best GameCube Game, Most Outrageous Game, Most Gratuitous Use of F------ Swearing, and won Best New Character (Harman Smith) and Most Innovative Game. IGN similarly nominated it for Game of the Year, Most Innovative Design, and Best Artistic Design and awarded it Best Adventure Game, Best Story, and Best Game No One Played. IGN later named Killer7 the 20th best GameCube game of all time. The game had a large presence at the 2005 Nintendo Power Awards, winning Best New Character (Harman Smith).



WAR IS COMING

by: Nick O'Shea@PlayStation 2 Official Magazine (AU) 2004 August #30

Killzone is set in the not-too-distant future, when mankind is reaching out to the stars and terraforming distant planets under the watchful eye of the combined Earth forces, known as the ISA. Detecting a moment of weakness, a separist military faction called Helghast forms, with delusional plans of taking over through force of might. On the recently inhabited planet of Vekta, the Helghast begin their blitzkrieg on the unsuspecting colonists, and the ISA must scramble to hold their own against the oncoming onslaught. You take control of a specialist ISA squad, injected deep into the conflict surrounding Vekta City in a bid to quell the Helghast uprising.

It only takes a glance at the sumptuous screenshots to realise that *Killzone* is a visual smorgasbord unparalleled on PS2. In the thick of combat, with blinding muzzle flash and fiery explosions kicking dust into the air, a dozen figures desperately scramble for cover as the burnt-out husk of a Helghast tank smolders nearby. Every sandbag and turn of barbed wire on the battle lines is clearly discernable as you scan the scene over the sights of your assault rifle. How is it that this devious Dutch dev team has harnessed the extra horsepower from the PS2 where so many others have failed? Guerrilla Managing Director Hermen Hulst has the answers. "Guerrilla began working on the game proper in early 2002 but, before that, we dedicated two years to the game engine, experimenting with development kits to get the most out of the PS2." Despite frantically checking the console for extra processors, the *OPS2* crew is forced to concede that a four year production schedule is a force to be reckoned with. Another of the real coup de graces of *Killzone*'s visual artistry is it s use of detailed first person animations. Clearly, the weapons are a large part of what the character sees of themselves throughout the game, and *Killzone* features extended reload animations where the character slaps in the new magazine and chambers the first round in grand fashion. These detailed reloading sequences help to make them all the more real in the player's mind. Don't expect weapons to be alone in getting the five star treatment - everything from brutal bludgeoning melee attacks to ladder movement has been dressed up to the nines.

KEEPING IT REAL

So where did the idea for *Killzone*'s setting come from? "The world around us became our biggest resource," tells Lead Concept Artist Roy Postma. "We wanted to give the player a constant feel of recognition, like the Vekta City is their home. 'Reality with a twist' is a catchphrase we've come to adopt when working on *Killzone*."

In terms of selecting the specific areas, Hermen shares how Guerrilla looked to the past. "The team has drawn on real conflicts from history, and fictional works that have illustrated them like *Saving Private Ryan*, *Blackhawk Down* and *Apocolypse Now*. We've taken thise evocative moments and translated them into the *Killzone* universe."

From this, gamers can expect intense trench warfare, steamy jungle combat and block-to-block streetfighting in rubble-strewn slums. To give *Killzone* a cinematic atmosphere to match its source material, they've enlisted first rate voice talent like Sean Pertwee (*Event Horizon, Dog Soldiers*), Stephen Berkoff (*A Clockwork Orange*) and Ronnie Cox (*Total Recall, Robocop*) and composed a full orchestra score to be provided by the Prague Symphony Orchestra - all presented in Dolby Digital II surround sound.

MEN OF HONOUR

Presented with the ominous task of saving their world extinction, the game's stars had to be a pretty

formidable bunch, so Guerrilla has had to work hard on getting the team just right. The heroes of *Killzone* come from a diverse range of backgrounds. Each character possesses special skills and abilities that significantly affect the way the game feels, to the extent that replaying the sa,e level with a different character provides a different experience. In keeping with the squad-based combat setting, the remaining team members will be controlled by the computer, and will back you up along the way.

The commander of the group is Templar. He has a broad range of advanced training and is capable of using almost all military hardware. He's well rounded, and probably the most balanced choice for gamers new to the genre.

Surprisingly, the cold-blooded killer in the squad is actually a female. Sneaking through the shadows and isolating her enemies is the preferred approach for Luger. Lithe and agile, she can rappel along ropes and cables to access otherwise unreachable terrain and slip through cracks and ventilation shafts to catch enemy forces unawares. Her training also allows her to kill her enemies quickly and quietly, whether it's using her specially designed silenced submachine gun or getting personal with her combat knife. It's pretty hard to scream without a throat, after all.

Rico is the heavy weapon specialist. This big unit is nothing short of an armored division on legs. Normally armed with a massive chain gun, Rico carves through whole squads of Helghast opposition in the blink of an eye. With a lot more firepower than his fellow team member, Rico provides a more free-flowing 'run-and-gun' style of gameplay. His carnage without the tactics makes for a refreshing change of pace.

Formerly a high-ranking officer among the Helghast forces, Hakha saw the error of his ways and crossed over to the ISA. Due to his prior knowledge of Helghast technology and procedures, Hakha can confidently infiltrate enemy ranks and disrupt their operations from the inside through subterfuge.

SPACE NAZIS

Every hero needs an antagonist, and after a lot of deliberation, Roy had this to say, "We really wanted to have them be humans to keep that personal feeling, but still make them different and recognizable. The Helghast philosophy is about masses, and doesn't really believe in the individual - their appearance reflects that. The uniforms include elements from German uniforms from as recently as the Cold War." If there's anything in a futuristic setting you can be more passionate about fighting than space Nazis, we're yet to hear about it.

Sadly, when it comes to arguably the most anticipated element of *Killzone* - its multiplayer - Guerrilla is remaining tight-lipped. "*Killzone*'s multiplayer component will include split-screen play with bots as well as online capability," Guerrilla's Development Director Arjan Brussee added. "The action will follow closely that of the single player game, and as such will stick to squad-based battles between the Helghast and the ISA."

This is great news, as most of the top shelf first-person shooters so far has gone all out for internet play, or split-screen support, and not both. As far as game modes go, Guerrilla's E3 booth showed the gaming public the pure deathmatch component, but it's expected to be joined by at least objective based play, and several more - one can only speculate that it has a few surprises up its sleeves.

FROM THE GUERRILLA'S MOUTH

OPS2 was lucky enough to talk to Killzone's Product Manager Alastair Burns to get a little more insight into exactly how this Dutch blockbuster was created.

With *Shellshock* and *Killzone*, Guerrilla is rapidly making a name for itself as one of the premier game studios. What do you think is the secret to your studio's success?

The secret of our success? Well, if I told you... haha. Seriously though, we always set out to make high quality, fun games and we always had our sights set on making it as an international concern, not as a local game developer catering simply to the Dutch market. We have driven ourselves from the start to achieve the best, to draw more polys, to keep design consistency and of course we have had excellent support from our publishers. If I had to sum it up, we never went out to 'beat another studio', our attitude has always been to produce our best and be proud of it.

The level of detail in the visuals you've achieved with Killzone is nothing short of breathtaking. How have you achieved such amazing results? Was it difficult striking a balance between detail and performance?

Consistency has been a watchword from the start. We knew that there were two major elements in making a game look good; consistency in design and good, consistent technology. When we created the *Killzone* game world, we relied heavily on reality. We built our own planet and city, but made sure that the player would always be able to recognise the form and function of any of the objects in that world. We call it reality with a twist.

On the other hand, we use out technology to manage the amount of detail we are showing on screen. For example, we use numerous variations of the same soldier. When he is at a distance, you only see the version that takes up the least amount of processor power. Up close, you want to see all the detail, so we use the most performance-heavy version we have. As you can imagine, balancing all of this took a lot of experimentation, time and effort.

What kinds of behaviour were you looking to emulate with the AI?

Killzone's artificial intelligence has been very important from the very beginning. It is one of the key 'responses' the player expects from our game. You fire a bullet, you expect a response. So we taught the Helghast to be good soldiers.

Our first rule of AI was; no cheating. None of our soldiers can 'see' through walls. They have eyes and ears, they make decisions, they attack or retreat, seek cover and reload when low on ammo, they recognize danger and in all these situations, they make their own decisions based only on what they know. To give the AI context, we did a lot of research on tactics, both individual and squad movements and then fed this back in as a major influence. We finally gave our individual soldier some buddies. We built up the emphasis on fighting as a squad and working as a supportive team and in doing that, we had the makings of a vast Helghast Army with different soldier types, different weaponry and some very different approaches.

The Helghast forces seem to be largely based on the Nazi regime from World War II? What motivated you to select the most infamous fascist group as a model for the enemy?

You always need a good enemy to fight, otherwise, what's the point? You can find the origins of the Helghast in a number of things. Their gas masks are inspired by WWI British equipment but I would be lying if I said they had nothing to do with WW2 Nazi styles. The Helghast are a classic enemy, dark and totalitarian in nature. The individual is not important in their philosophy. For example, their weaponry has a basis in German WW2 and Cold War Russian designs, created to fire at high rates, but with a low accuracy due to poor manufacturing. The Helghast are an Army nation and their regime mirrors this.

As two sides in a conflict, how did you differentiate the ISA forces from Helghast opposition in terms of design?

If Helghast have their origins in WW2 German and Post WW2 Russian design and approaches (mass manufacturing, low quality produce) the ISA are the opposite. The ISA philosophy values individual ability, they manufacture quality, but expensive technologies. With this simple ground rule in mind, we created two very different armies.

The ISA squad features four operatives with different specializations. How hard was it to institute four different styles of gameplay in each level?

We knew from the very start that designing one level to cater to four different play styles would be a challenge and we were adamant that we could pull it off. So without giving too much away we decided to clearly define our game characters and allow their own abilities to emphasise the different routes they would take. Templar is a commando and has a set of abilities to match. Luger is an assassin so she can climb more than the others and slip into smaller areas to get that gratifying kill. Rico is the heavy weapons guy, he totes a gigantic hip mounted chaingun/rocket launcher combo, but this restricts him elsewhere and Hahka, a spy, uses his own bag of tricks to progress through the game. Like I say, I don't want to give up too much but you can already see how we can influence gameplay based on character type.

To what extent will the multiplayer aspects mirror the action of the single player game? Aside from straight deathmatch, what modes of play will be included?

We're still keeping mum on the exact game types in Killzone's multiplayer. However, you can play online and offline. You can play either ISA or Helghast and yes, the game types are based around the events that occur in the single player game. We wanted to stray away from unrealistic challenges and adopted a more mission or objective oriented approach, to give the player a good reason to fight and a sense of achievement when they win. In essence, the multiplayer element of *Killzone* is designed to really compliment the single player experience.

WAR IS COMING
WWW.KILLZONEPS2.COM

Killzone

Developer	Guerrilla
Publisher	SCEA, (eu) SCEE, (ko) SCEI, (jp) Sega
Release date	(us) November 2, 2004
Genre	First-person shooter
Mode	1-2 (16) Players

Killzone is a first-person shooter, developed by Netherlands-based Guerrilla Games and released on November 2, 2004 in North America.

Killzone takes place in the middle of the 24th century and chronicles the war between two human factions; the Vektans, and the Helghan. The game is played from a first-person view and follows Jan Templar, a high-ranking officer within the Interplanetary Strategic Alliance, as he battles invading Helghan forces into Vekta.

The game's stand-out feature is the ability to control any of the four different protagonists, each with his or her own strengths and weaknesses. These characters are: Templar, the balanced squad leader; Rico, who prefers heavy weaponry and is on a quest for revenge; Luger, the team's only female member and a specialist in stealth, who can access special areas; and Hakha, a half-Helghast who can use Helghast weapons and proximity mines.

Up to sixteen players can compete in the online multiplayer portion, which includes eight maps and six modes: Deathmatch, Team Deathmatch, Assault, Defend and Destroy, Supply Drop, and Domination.

Prior to its release Killzone was heavily anticipated with several publications considering it to be Sony's "Halo killer" title. Upon release, however, the game was met with divided responses. PSM stated that Killzone is *"Graphically stunning and hits the mark in so many ways, it's baffling; they promised us we'd experience future war, and we have... and come away shaking."* Other reviewers cited technical problems with Killzone, including inconsistent AI, occasional bugs, frame-rate issues, distracting graphical glitches, repetition of the same voices, short draw distance, and an awkward control system. Critics also complained about the gameplay, with IGN labeling it *"underwhelming and mediocre"* and Into Liquid Sky stating that it "needs more refinement". Despite mixed reactions, Killzone spawned numerous sequels, several of which attained critical acclaim.

7.0

J N P

King Arthur

5.9

Developer	Krome Studios
Publisher	Konami
Release date	(us) November 17, 2004
Genre	Action-adventure
Mode	1-2 Players

King Arthur is a 3D action game based on the Jerry Bruckheimer film of the same name.

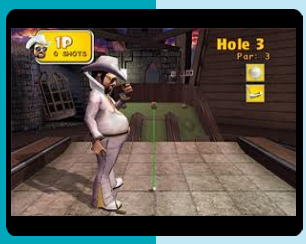
In the game the player can control Arthur and his friends. Usually each level has 2 players and one of them can be chosen by the player. The other one will be either computer controlled or controlled by second player. There are many characters including Arthur, Bors, Tristan, Lancelot, etc.

N P

King of Clubs

6.8

Developer	Oxygen Interactive
Publisher	Oxygen Interactive
Release date	(eu) October 26, 2007
Genre	Sports
Mode	1-2 (4) Players



King of Clubs is a golf game set in Big Bubba's run down theme park in the middle of the Nevada desert. It features 96 holes, set in 5 different environment themes. Each environment theme has its own resident 'Course Pro' resplendent in suitably themed fancy dress costume.

There are 4 single player modes (Career, Tournament, Speed Golf, Practice). As players progress through the game, they'll unlock special balls and clubs which enable them to play different types of shots (e.g. chip clubs, swerve clubs, rubber balls, speed balls). Combinations of these balls and clubs then allow them to approach holes in different ways and attempt various trick shots to try and get a hole in one.

In multi-player, players can play against up to three other players. The multi-player game features specific pickups which can help players and hinder the opponents as well as a 'distraction' feature which allows non-active players to trigger sound effects & rumble the pad of the player currently taking a shot.

The game also features a 'Pro-Shop' where players can buy various gadgets to customise various elements of the game such as the colour of the ball, its trail and the sound effects it makes when players hit it.

"mobygames.com"

P

King of Colosseum (Red):
Shin Nippon x Zen Nippon x Pancrase Disc

7.5

Developer	Spike
Publisher	Spike
Release date	(jp) December 19, 2002
Genre	Sports
Mode	1-2 (4) Players

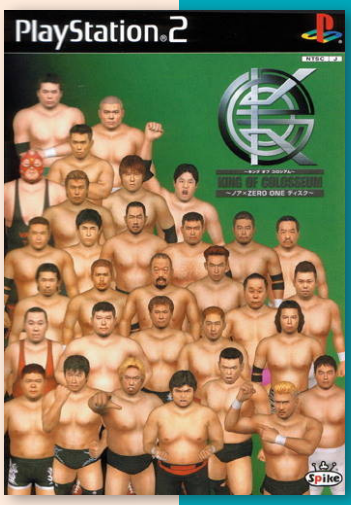
King of Colosseum Red is a Japanese pro wrestling game featuring the All Japan Pro Wrestling, New Japan Pro Wrestling and MMA org, Pancrase Hybrid Wrestling.

The 3D grappling system is based on that featured in the PlayStation All Japan game, King's Soul. Offense and defense are integrated into the same timing-based grappling scheme.

J

King of Colosseum (Green): Zero-One Disc

8.2



Developer	Bam Entertainment
Publisher	Spike
Release date	(jp) March 6, 2003
Genre	Sports
Mode	1-2 (4) Players

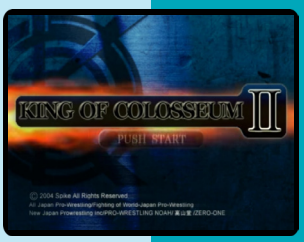
King of Colosseum (Green): Zero-One Disc is the second half of Spike's King of Colosseum 3D Japanese professional wrestling game for the PS2.

The Green disc contains all of the same options for game modes as the Red disc. The new feature included with the Green Disc (aside from the new wrestling promotions) is the ability to "combine" the two discs into one game.

J

King of Colosseum II

6.7



Developer	Spike
Publisher	Spike
Release date	(jp) September 9, 2004
Genre	Sports
Mode	1-2 (4) Players

King of Colosseum II features three different modes, including Matchmaker and Survival Road, as well as 140 different playable wrestlers, with a possible 2,800 moves and combinations. The wrestlers come from a variety of federations, including Shin Nihon (New Japan) Prowrestling, All Japan Pro Wrestling, Fighting of World Japan Pro Wrestling, Pro-Wrestling Noah and Zero-One.

J

7.2

The King of Fighters 2000

Developer	SNK Playmore
Publisher	SNK Playmore
Release date	(jp) November 28, 2002
Genre	Fighting
Mode	1-2 Players

The King of Fighters 2000 is the seventh game in the The King of Fighters series and the second chapter of the "NESTS CHRONICLES" Saga. This King of Fighters has the introduction of Active Striker characters that add an extra dimension of strategy to game play. It also features Another Strikers and/or Maniac Strikers that are characters from other franchises in the SNK World. This would be the last King of Fighters game produced by the original incarnation of SNK before the company's bankruptcy and later revival as SNK Playmore and re-renaming back as SNK. It was also the only game in the original trilogy ('94-'03) not to receive a physical AES port in the US despite being primed in the ROM image. The reason for this is unknown.

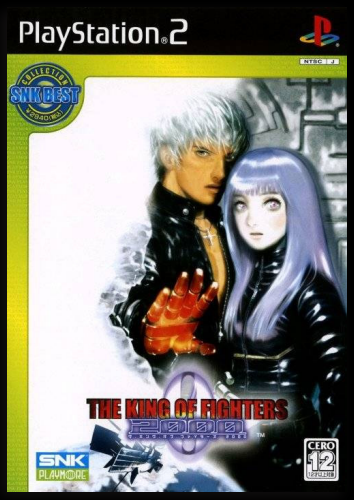
The plot of the game is set after the incident at the previous tournament. The commander of the Ikari Team, Heidern, is determined to figure out the objective of the NESTS cartel so that he can stop them from achieving their ruthless ambition. A fellow commander and long-time friend of Heidern, named Ling, tells the veteran fighter that K′ and Maxima were once operatives of NESTS and that they may hold the key to locating the whereabouts of the mysterious organization. Using this information, Heidern decides to focus his efforts in using the next KOF tournament as a way to lure both K′ and Maxima out so that they can be captured and interrogated into telling the authorities about the NESTS cartel. Unknown to Heidern, however, Ling has his own agenda.

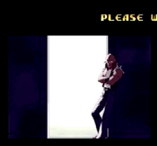
The Hero Team from the previous game was split into two, with K′ and Maxima now joining forces with female agent Vanessa and Mexican wrestler Ramon, while Benimaru Nikaido formed his own team which consisted of Shingo Yabuki, agent Seth, and assassin Lin. The Fatal Fury Team replaced Mai Shiranui with Blue Mary, while Yuri Sakazaki left the Art of Fighting Team, with King, taking her spot. Mai and Yuri returned to the Women Fighters Team, this time being joined by Kasumi Todoh and high school student Hinako Shijo, who uses her own Sumo Wrestling style. Kyo Kusanagi and Iori Yagami once again returned as Team Edit characters. A third Team Edit only character also appears in the form of Kula Diamond, a young girl genetically engineered by NESTS to be the "Anti-K"".

The gameplay is based on The King of Fighters '99 and expands on the "Striker Match" format introduced in that game. The game now has an Active Striker System, which allows the player to summon the Striker member during any situation, whether the player is attacking or being attacked by the opponent, allowing the player to use their strikers in combos. Additionally, the player can now replenish Strike Bombs by either losing rounds or taunting the opponent (at the expense of one filled stock of the Power Gauge).

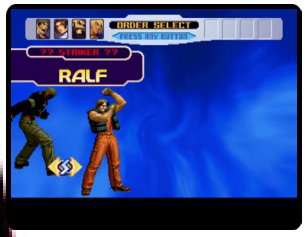
The player now has two choices after selecting the Striker member of the team. The player can choose to use the regular character or an alternate character offi-

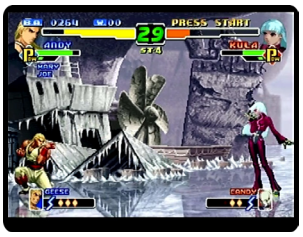
SNK Best Collection





cially known as Another Striker, a character used exclusively for striker attacks. These alternate Strikers are characters from previous KOF games and other SNK franchises (such as Fio Germi from Metal Slug 2 and Duke Edwards from Burning Fight), as well as alternate versions of characters in the game such as Iori and Robert. There's also another set of alternate Striker characters known as Maniac Strikers, which are selected in the arcade version by inputting specific codes for notable characters only, such as "Neo&Geo", "Cool Choi" and "Smart Chang". The console versions includes additional Maniac Strikers by completing a certain number of matches in the "Party Mode".





Unlike the prior KOF games, this game and KOF99's single player mode do not play the character's proper story dialogs and endings even if the team (two in single player mode) comprises of at least two of the official team members. The exception to this is in KOF99 in Kyo and Iori's team. This obvious programming oversight was fixed in KOF2001, but is again broken in KOF2003.

Whip's gun move is omitted in non-Japanese versions, as well as the cut scene where she shoots the clone Zero in the Ikari Team ending. This was replaced with him and Whip having a mere dialog and Zero's revelation being his last words before succumbing.

The PS2 port of the game sold 37,316 units in Japan.

The PlayStation 2 version was re-released on May 3, 2016 for the PlayStation 4 through the PlayStation Network.

The King of Fighters 2001

6.3

SNK Best Collection

J

Developer	BrezzaSoft, Eolith
Publisher	SNK Playmore
Release date	(jp) October 23, 2003
Genre	Fighting
Mode	1-2 Players

The King of Fighters 2001 (stylized as KOF '01) is the eighth game in The King of Fighters series and the first game produced following the closure of the original SNK. The game was produced by the Korean-based company Eolith and developed by BrezzaSoft and Eolith, a company formed by former SNK employees. The game was ported to the Sega Dreamcast in Japan only and PlayStation 2. The stand-alone PlayStation 2 version was released in North America and Europe in a two-in-one bundle with the preceding game in the series, The King of Fighters 2000. Both the original Neo Geo version and the Sega Dreamcast version were included in The King of Fighters NESTS Hen compilation released for the PlayStation 2 in Japan.

Time has passed since most of Southtown was decimated by the now-destroyed Zero Cannon. Another KOF tournament is being held and this time, it's hosted by the NESTS Organization, the group of antagonists behind the events of the previous two games.

K′ and Maxima return to put an end to NESTS once and for all. They are now joined by former Ikari Team member Whip and the assassin Lin formerly from Benimaru's Team, both of whom are seeking the destruction of NESTS as well. NESTS sends their own team to compete in the tournament, composed of NESTS agents Kula Diamond, K9999, Foxy, and Angel. Kyo Kusanagi joins his former teammates of Benimaru Nikaido and Goro Daimon, reuniting the original Japan Team along with Shingo Yabuki, while Iori Yagami joins a team composed of agents Seth, Vanessa, and Ramon. Yuri Sakazaki rejoins the Art of Fighting Team, while King and Mai Shiranui once again lead the Women Fighters Team along with the returning Li Xiangfei and Hinako Shijo. Heidern also makes his KOF return, taking Whip's place in the Ikari Team, while Kim Kaphwan's young student May Lee takes over Jhun Hoon's place in the Korean Team, who is unable to compete due to an injury.

Like in the previous game, the battles are once again between teams of four. Instead of a strict "three fighters and one striker" format, this installment introduces the Tactical Order System, which allows the player to select which characters will they control in combat and which characters will serve as strikers. Before each match, the player can form a team configuration of four fighters and no strikers, to one fighter and three strikers. The number of strikers in one's team will affect the length and number of stocks of the player's Power Gauge. Teams with no strikers will have a longer Power Gauge to fill and can carry only one stock, while a team with only one fighter and three strikers will fill their Power Gauge quicker and carry up to four stocks. One stock can be used to summon a striker, perform a guard or super cancel, a blow-away attack, or a Super Special Move. MAX-level Super Special Moves requires two stocks to perform. Players can now cancel an attack into a Striker Summon with use of a Cancel Striker, while

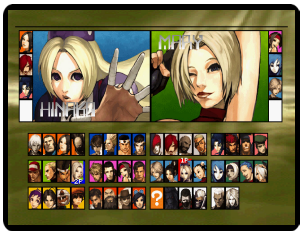
some characters now have Wire Whip techniques which will send an opponent flying into the air and arrive at the other side of the fighting area.

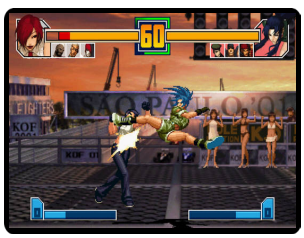
The King of Fighters 2001 includes 10 teams of 4 fighters, a sub-boss, a final boss, and three strikers, totaling 45 combatants.

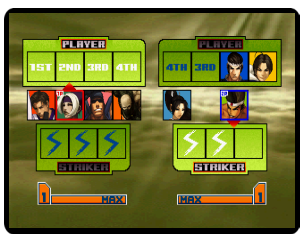
In 2000, SNK went bankrupt but Eolith contracted a license agreement in in the same year to keep with the production of the series KOF. Eolith took interest into developing The King of Fighers due to the franchise's popularity in Korea and wanted to please the fans of the series worldwidely. Brezza Soft helped Eolith in the making of the video game. Fearing disappointment from returning fans, Eolith decided to maintain the most of the common parts from The King of Fighters while adding new elements to it. One of the biggest changes is the optional use of Strikers where players can use between one and three characters assisting the playable one. The team aimed for a refinement of the original gameplay system from previous KOF games. While performing a popularity poll based on the characters, Eolith still aimed to make the least popular teams featured in the game. The high popularity of Kyo Kusanagi and Iori Yagami led to their immediate inclusion in the game.

In creating new characters, Eolith wanted an Athena-like Korean fighter. This led to the inclusion of May Lee who was created by SNK. In preparing the boss characters, the original team was dissatisfied with Zero's portrayal in The King of Fighters 2000 which led to the inclusion of the real Zero retconning the former boss as a clone. Glaugan was originally going to be used in the prequel but was instead used as an assist character. SNK faced struggles with making Zero as they wanted to create a boss that surpassed Krizalid from The King of Fighters '99. The final boss, Igniz, was conceptualized as a sexually appealing character in order to generate a contrast with other members from the cast. Nevertheless, the development team stated they felt Igniz fitted well in the game.

The PS2 port of the game sold 39,022 units in Japan. GameSpot gave the NeoGeo port of the game a 8.7 out of 10, praising the balance with the cast



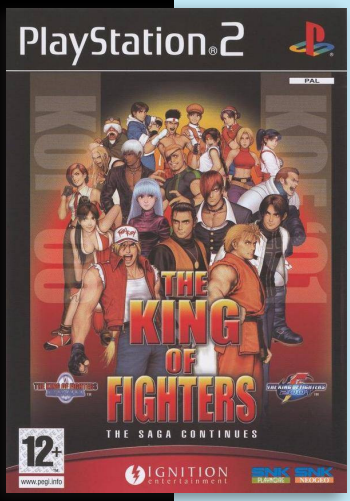


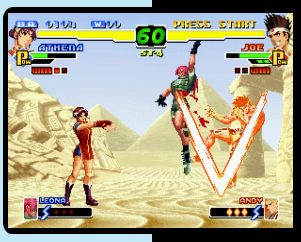


The King of Fighters 2000/2001

7.8

Developer	SNK Playmore
Publisher	SNK Playmore, (eu) Ignition Entertainment
Release date	(us) December 9, 2003
Genre	Compilation
Mode	1-2 Players





The King of Fighters 2000/2001 is a double-pack of the two hardcore fighting games from SNK. King Of Fighters 00/01 features all of the gameplay and characters of the arcade hits.

New features to the home versions include redesigned character select and menu screens, a new continue system that allows players to handicap the CPU fighters as they progress through the game, an auto-save feature, intro movies from these and other previous King of Fighters games, and special new Strikers not seen in the original games or any other versions of these titles.

King of Fighters 2000 has 35 playable characters, all with their own unique characteristics and moves. On top of that, each character has an additional Striker. Strikers are fighters that don't actually fight, but they offer a helping hand when called (much like the support characters from Marvel vs. Capcom). Players can call their Striker in 3 times per fight.

King of Fighters 2000 offers other modes, including Team Play, Single Play, Practice, Memory, and Party Mode. Single and Team Play are two different ways to play through the Arcade Mode – In Single Play players pick one character to fight as, while in Team Play they choose a team. One fighter fights at a time, and when one is defeated the next in line fills in. Practice Mode is where players can practice their moves and Memory Mode allows them to watch footage from older King of Fighters games. Finally, Party Mode is a survival mode where players can see how long they last against waves of enemies. The longer players survive, the more Strikers they can unlock.

King of Fighters 2001 adds even more playable characters; upping the roster to 40 characters available from the beginning. Additional Strikers are unlockable in the same fashion as in 2000 – in Party Mode. KoF 2001 has all the same modes as 2000: Single and Team Play, Practice Mode, and Party Mode. In KoF 2001 the graphics seem much smoother and the gameplay takes the speed up a notch. The soundtrack even sounds better, with higher quality sounds and music.

The King of Fighters 2002

7.9

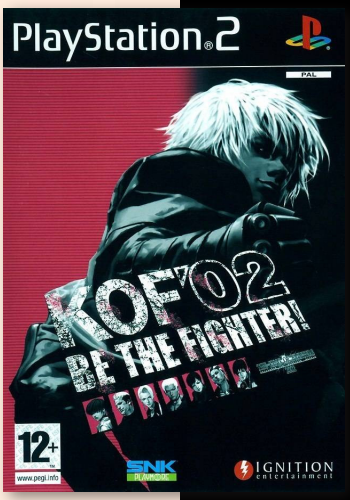
Developer	SNK Playmore
Publisher	SNK Playmore, (eu) Ignition Entertainment
Release date	(jp) March 25, 2004
Genre	Fighting
Mode	1-2 Players

The King of Fighters 2002: Challenge to Ultimate Battle (stylized as KOF '02) is the ninth game in The King of Fighters series and the second one to be produced by Eolith and developed by Playmore (formerly Brezzasoft). The game was ported to the Dreamcast, PlayStation 2, and the Xbox, wherein the PS2 and Xbox versions were released in North America in a two-in-one bundle with the following game in the series, The King of Fighters 2003. NONA returned to do character artwork, as he had done since the previous installment.

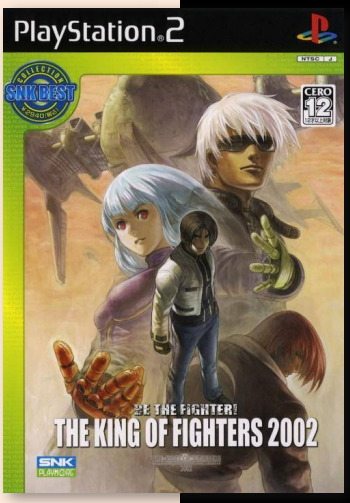
King of Fighters 2002 discarded the 4-on-4 "Striker Match" format used in the previous three games in the series and returned to the 3-on-3 Battle format originally used in the series up until KOF '98.

The game also revamped the Power Gauge system into a format similar to the one used in King of Fighters '97. Like the previous games in the series, the Power Gauge was filled as the player attacked the opponent or performed Special Moves during a battle. The number of Power Gauges the player could stock up is increased by one with each member of the team. A single Power Gauge stock could be used to either perform a Counter-attack and Evasion technique while guarding an opponent's attack, use a Super Special Move, or initiate the MAX Activation state. The same case also applies to the 1-on-1 format, where the Power Gauge the player could stock up is also increased by one with each round loss. For example, on the first round, the player could stock up to three Power Gauges, while losing two rounds allows the player to stock up to five.

During MAX Activation, the player's offensive and defensive strength is increased for a short period and could cancel any attack into another player. In this state, a Super Special Move could be used without consuming a Power Gauge stock. There are also MAX Super Special Moves, which are Super moves that could only be performed during MAX Activation with one Power Gauge stock, and MAX2 moves that require two stocks while low on health.



SNK Best Collection



J P

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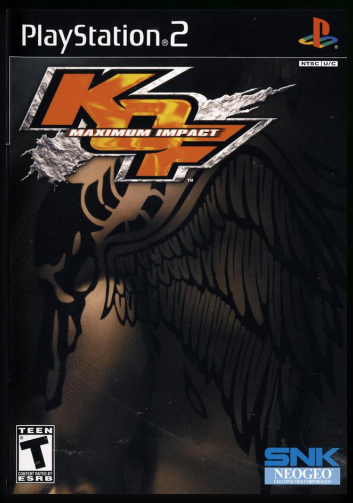
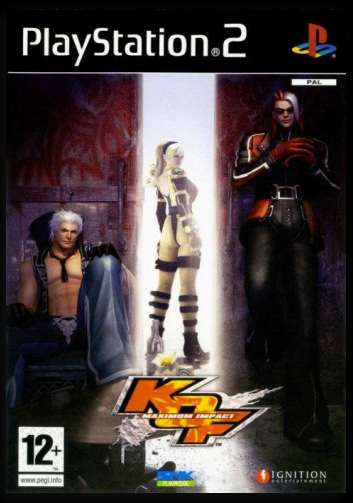




J N P

King of Fighters: Maximum Impact

Developer	SNK Playmore
Publisher	SNK Playmore, (eu) Ignition Entertainment
Release date	(jp) August 12, 2004
Genre	Fighting
Mode	1-2 Players

Marketed as a spin-off of SNK's major fighting series The King of Fighters, whence many of its characters originate, KOF: Maximum Impact also contains elements of the Fatal Fury and Art of Fighting series. KOF: Maximum Impact is the first 3D fighter made by SNK since 1990s era's Fatal Fury: Wild Ambition and lastly, Samurai Shodown: Warriors Rage for the PlayStation.

In the games story, Addis was the most powerful gang in Southtown. Its leader, a man known only as Fate, was considered a modern-day Robin Hood to the poor and downtrodden. He himself had adopted two twin brothers, Alba and Soiree Meira, and trained them to be successors to his legacy. Six months before the in-game events, Fate is killed by Duke, the leader of the up-and-coming Mephistopheles gang. Duke then proceeds to exploit the poor to serve his own twisted thirst for power.

In the present day, the "Mephistopheles Fighting Tournament" is beginning, with the venue being all of Southtown. The participants (minus the Meira Brothers and Lien) believe that the tournament is being sponsored by a charity organization known as the Metatron Foundation, but they soon learn that its true sponsor is the Mephistopheles gang. Alba, Soiree and Lien are contacted directly by Hyena, so they know Metatron has nothing to do with this.

Unlike the 2D games from the series, Maximum Impact breaks the team system, causing all the fighters to fight alone. The story mode is experienced as a single character through the "Mephistopheles Fighting Tournament". For most characters, this consists of fighting six characters, with Duke's cronie / Consigliere Hyena announcing the next opponent between matches. For the final match, one faces Duke himself. For a few "featured" characters (Alba Meira, Soiree Meira, and Lien Neville), the story is more intricate and fleshed out.

The gameplay is similar to those of Tekken and Bloody Roar series, such as having a more combo command moves system and players being capable of executing juggle combos freely.

In Versus Mode, a single match (be it a one-on-one fight or a 3 vs. 3 battle) is fought against either the computer or another player. In Mission Mode, the player is faced with four levels of ten missions each. Each mission has settings and conditions to be completed. Most of the game's unlockables come through this mode. In Time Attack Mode, the player has to defeat a number of characters as quickly as possible. The online mode is available only on the Xbox version, and features online matchmaking for play between two players.

KOF: Maximum Impact has twenty playable characters. Most of the roster, aside from the original characters, is inherited from the King of Fighters series. One noteworthy exception is Rock Howard, brought in from the most recent Fatal Fury chapter, Garou: Mark of the Wolves. Six additional charac-

ters were created for the game, four of whom have a deeper connection to the main plot than the others the four being Alba Meira, Soiree Meira, Lien Neville and Seth. However, Seth's role was downplayed somewhat in the second title seeing as he is not an original character to this series but a prominent face from the 2D King of Fighters storyline.

The characters' alternate costumes were conceived as alternate personalities, but little is made of this in terms of gameplay, as their move lists and dialogue remain the same. Some alternate costumes are radically different from the defaults, such as Terry's Garou: Mark of the Wolves look, Clark's professional wrestler persona, and Leona's outfit that makes her look more Rambo-like. In addition to the alternate costumes, characters can be modified with unlockable "rigging models," which add details to the available costumes, such as a wolf mask for Terry, a Mr. Karate mask for Ryo and Yuri, and a party hat and banner for Seth.

Several of the new characters from the game were designed to be the counterparts of other KOF characters. Both Meira brothers were initially conceptualized to be the counterparts to Fatal Fury stars, Terry and Andy Bogard, given the game's setting is the same as their predecessors. Lien conceptually began as a contrast to fellow KOF participant Mai Shiranui. While Mai represents a "sexy and beautiful kunoichi", Lien represents another counterpart: the "sexy Western femme fatale". Her outfits are purposely designed to be "tight and constricting" to contrast Mai's clothing, which is made to allow for easy and quick movements.

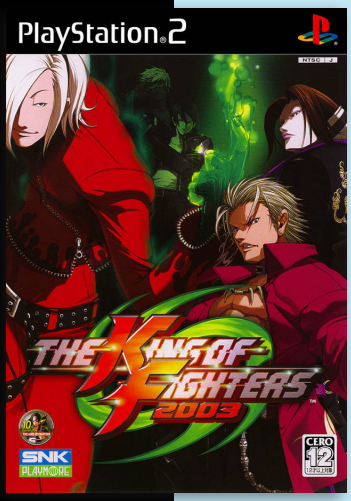
To further the contrast between the two assassins, efforts were made to make Lien more serious and darker than Mai, despite being one of the heroines in the series. Similar to how Lien contrasts Mai, Mignon was designed to be the rival to Athena. Her magical powers were created to counter Athena's Psycho Powers, which is interpreted by Falcoon to be akin to witchcraft.

Originally, Kim Kaphwan was going to enter the first entry of the Maximum Impact series under the pseudonym "Mr. Taekwondo" – in the same fashion as Art of Fighting's Mr. Karate. Due to veteran designers' complaints and other difficulties at the time, it was finally decided to leave Kim out of the game's lineup but add another character like him to replace his absence. While several other characters were considered for the spot – including other SNK characters such as Jhun Hoon, May Lee, and Buriki One character Seo Yong Song – a fellow developer voiced interest in creating another female Taekwondo fighter with the same "professional" manner as Kim, which eventually formed the basis for Chae Lim.

Prior to its release, KOF: Maximum Impact was a finalist from GameSpot's "Best of E3 2004" in the category Best Fighting Game. However, it lost to Mortal Kombat: Deception. Ben Herman, president from SNK Playmore USA, commented that although he received complaints about the English voices for the game, Maximum Impact sold over 100,000 units as of May 2006.

The King of Fighters 2003

7.4



SNK Best Collection

J P

Developer	SNK Playmore
Publisher	Ignition Entertainment, (jp) SNK Playmore
Release date	(jp) October 28, 2004
Genre	Fighting
Mode	1-2 Players

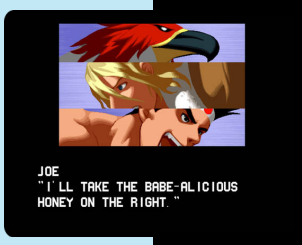
The King of Fighters 2003 (commonly abbreviated KOF 2003) is the tenth game in The King of Fighters series and the last one released for the Neo Geo, which served as the primary platform for the series since the very first game. It was ported to PlayStation 2 and Xbox, was released in North America as a two-in-one bundle with the preceding game in the series, The King of Fighters 2002.

As indicated by the game's name, it takes place two years after the last canon King of Fighters game, The King of Fighters 2001. According to the game's storyline, a new King of Fighters tournament is organized by an unknown host. The several new rules are instituted, including a whole new team system.

The 3-on-3 Team Battle Format is applied in the game once again, just like the past editions. It also uses a Multi-Shift format that allows players to change characters during the middle of battle. When the "Change OK" sign is displayed above the Power Gauge, the player can do a Quick Shift and change characters immediately, or perform a Switch-Off Attack against the opponent that will consume one Power Gauge stock.

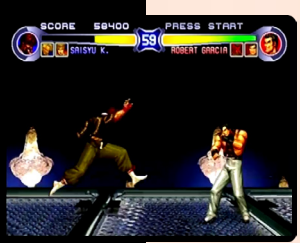
The game also features a Tactical Leader System, in which one of the members of the team is designated as the Leader. The chosen Leader can have an access to an exclusive move known as the "Leader Super Special Move" (in addition to the regular "Super Special Moves"). However, this usually requires two Power Gauge stocks to be able to perform it.

As in the last game in the series, the players' Power Gauge can hold up to 3 stocks at the beginning of a match. Unlike the previous game, however, the player starts with a full gauge of three stocks right away. When one team loses one of its members, the maximum capacity of Power Gauge stocks is increased by one, giving the losing team a handicap against the opposing team. In addition, unlike the previous KOF games, each hit only earns the player 100 points.



The King of Fighters '94 Re-Bout

7.1



Developer	Ukiyotei
Publisher	SNK Playmore
Release date	(jp) December 28, 2004
Genre	Fighting
Mode	1-2 Players

The King of Fighters '94 Re-Bout is a remake of the 1994 arcade game, The King of Fighters '94. The game was released for the PlayStation 2 in Japan only on December 28, 2004, commemorating the tenth anniversary of the franchise.

In the plot of the game, the rich and notorious arms and drug trafficker, as well as a skilled and ruthless fighter, Rugal Bernstein has become bored with the lack of competition, so he decides to host a new King of Fighters tournament. He has his secretary travel to eight destinations around the world to invite fighters to compete in his new tournament. Unlike the previous KOF tournaments depicted in the Fatal Fury series, the new King of Fighters is a team tournament, with eight teams of three, each representing a different nationality.

Re-Bout features the original 1994 game and an enhanced version featuring higher resolution graphics, a Team Edit option feature similar to the later KOF games, the ability to play as Saisyu Kusanagi and Rugal Bernstein, arranged music, new stages and an online versus mode. Also unlike the original, players can now edit their teams to their own liking.

SNK Playmore commented that they received negative fan feedback regarding the game's simple upscaling and smoothing of character sprites, so they decided to create brand new high resolution sprites for the following games in the series.

A North American version was meant to be released for the Xbox. It was actually completed and was even reviewed by some publications, but was then canceled on March 23, 2006 for an undisclosed reason. In Japan, the game sold 28,482 units.

Lucky owners could also collect KOF 10th Anniversary pinky figurines of Mai and Athena with their purchase.

Limited Edition

5.7

SNK Best Collection

J P

The King of Fighters NeoWave

Developer	SNK Playmore
Publisher	SNK Playmore, (eu) Ignition Entertainment
Release date	(jp) July 21, 2005
Genre	Fighting
Mode	1-2 Players

The King of Fighters Neowave was released in 2004 for the Sammy Atomiswave arcade platform. It is the eleventh arcade game in SNK Playmore's The King of Fighters series and first fighting game by SNK Playmore to be developed on Atomiswave hardware rather than the Neo Geo console that their previous games appeared on. It's also a Dream Match, like The King of Fighters '98 and The King of Fighters 2002. It was developed specifically to test the hardware and is not counted in the new numeral progression followed by The King of Fighters XI (with 2003 being the tenth game in the series).

Ports of the game were released in Japan and the PAL region for the PlayStation 2 (due to Sony Computer Entertainment America's policy of not allowing straight ports of 2D games to North America) and in Japan, North America, and the PAL region for the Xbox.

The game reverts to the 3-character elimination system from KOF '94 to KOF '98, ignoring gameplay features from later games such as the "Striker" system used from KOF '99 through KOF 2001 and tag team system in KOF 2003. The game's graphics consist of 2D character sprites overlaid over polygonal 3D backgrounds (similar to the 3D stages featured in the console versions of previous games in the series such as the Dreamcast versions of KOF '98).

With the change of hardware from Neo Geo to Atomiswave, the number of buttons is now increased to five. In addition to the standard four attack buttons used in the previous games, a fifth button is now added which is used to activate the Heat Mode. Heat Mode will cause the character to blink red and increase their offensive strength, with the side effect being that the character's health will begin to drain. The player will return to normal after getting hit by the opponent or by pressing Heat Mode button again to deactivate it, and the player must wait until you lose a round to activate it again. The player cannot use Heat Mode when the life gauge is low.

The player can select their own playing style similar to KOF '97 and KOF '98, from three different styles, which affects the techniques available to the player and the length of their Power Gauge.

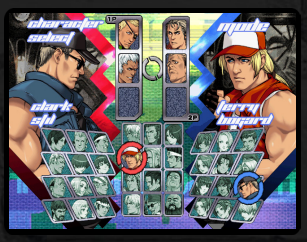
In Super Cancel Mode (SC Mode), the player has a three stock Power Gauge. The player can use Super Special Moves (which requires one Power Gauge stock) and MAX Super Special Moves (which requires two). With one Power stock, the player can cancel a regular move into a Special or Super Special move, and a regular Special into a Super Special. The player can also use one Power stock to cancel a guard into a Knockdown Blow or an Emergency Escape, or do a Quick Emergency Escape during a normal or command move.

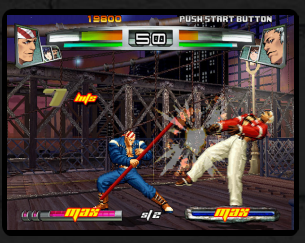
In Guard Break Mode (GB Mode), the player has a two stock Power Gauge. Like in SC Mode, the player can perform Super Special (one stock) and MAX Super Special Moves (two stock). The player can parry an opponent's attack using the "Just Defend" technique, guarding against an opponent's

attacks at the precise moment it makes contact with the character, allowing the player to follow it up with a counterattack. Using one Power stock, the player can guard cancel into an Emergency Escape or do a Quick Emergency Escape. The player can also perform a Guard Break attack with one Power stock, which is an unblockable version of a character's Knockdown Attack.

In MAX2 Mode (M2 Mode), the player has a single stock Power Gauge. The player can perform Super Special Moves with one stock, as well as MAX Super Special Moves. However, MAX moves can only be performed when the player has 25% or less of their life gauge remaining. Additionally, an exclusive MAX2 move can be performed under these conditions as well. In M2 Mode, the player can guard cancel into a Knockdown Attack.

Like KOF '98 and KOF 2002, Neowave has no actual storyline, but is instead a "Dream Match" which gathers numerous characters from various past KOF games, regardless of their status in the overarching storyline. The character roster of the arcade version is similar to the Neo Geo version of KOF 2002, with a few differences in the team placement. The KOF 2000 Team and the KOF 2001 Team are eliminated from the lineup, and a Mixed Team is introduced, composed of Saisyu Kusanagi, Kula Diamond, and Shingo Yabuki. King replaces May Lee in the Women Fighters Team, while Jhun Hoon replaces Kim Kaphwan in the Korean Team. Kim, along with Vanessa and Ramon, are still featured in the arcade version as hidden characters, along with the Orochi versions of the KOF '97 New Faces Team. Geese Howard appears in the game as the main boss character, with this incarnation of the character being based on his younger self from Art of Fighting 2.





The PlayStation 2 version of the game brings back five characters from KOF 2002: Seth, May Lee, Angel, the Kusanagi clone, and Omega Rugal (with K9999 being the only character from KOF 2002 missing in this version). The Xbox version, due to licensing issues with Eolith, includes all the characters from the PS2 version with the exception of Angel and May Lee.

By the mid-2000s, SNK's in-house Neo-Geo hardware had become quite dated. After The King of Fighters 2003, SNK Playmore looked for newer substitute platforms for future development. The Atomiswave, a cartridge-based multi-arcade system like the Neo-Geo and based on Sega's Dreamcast hardware, with which SNK was already familiar, was an obvious candidate. Rather than commit a new major game blindly, SNK instead chose to *"test the waters"* with a remix The King of Fighters 2002, tweaking the game's systems; reskinning the game with high-resolution backgrounds, character art, and interface elements to take advantage of the more advanced hardware; and removing characters originating with the Eolith-developed KOF2001 and KOF2002, replacing them with other SNK-originated characters.

The King of Fighters: Neowave met with mixed reviews upon release. Reviewers noted the updated graphics and traditionally solid mechanics, and were pleased with online play in the console versions. They also commented on the game's drab presentation and overly familiar design. Charles Onyett wrote for IGN, *"Sure it's got updated graphics, a few different styles of play, and a huge roster of fighters, but it does little to entice any non-KoF fans into the mix, something this genre desperately needs."*

8.0

The King of Fighters NESTS Collection

the Best

Developer	SNK Playmore
Publisher	SNK Playmore
Release date	(jp) April 19, 2007
Genre	Compilation
Mode	1-2 Players

The King of Fighters NESTS Collection is a compilation of the three King of Fighters games that make up the second saga, called the NESTS Saga. This is composed from The King of Fighters '99, 2000, and 2001. The King of Fighters 2002 mirrors '98 and is considered a Dream Match.

The NESTS Saga is concerned with the disappearance of Kyo Kusanagi, and an organization that is making clones of Kyo.

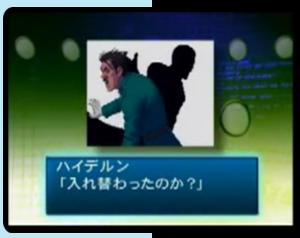
The King of Fighters '99: Millennium Battle was originally released in 1999 for the Neo Geo arcade and home platform. It is the sixth installment in the series. The game was ported to the Neo-Geo CD and the PlayStation as the final KOF game released for both platforms. A Dreamcast and Microsoft Windows version was also released under the title The King of Fighters: Evolution in which the stages look exactly the same as compared with the arcade counterpart only to be exclusively remodeled into 3D. That version was released both in Japan and North America. Both the Neo Geo and Dreamcast versions are included in The Kings of Fighters NESTS Part compilation released for the PlayStation 2 in Japan. The game introduces several changes to the established KOF format, as well as a new story arc that would later be dubbed the "NESTS Chronicles".

This was also the last King of Fighters game that producer Takashi Nishiyama worked on, as he would eventually leave SNK to found his own company, Dimps.

In GameSpot's "The History of SNK" article, KOF '99: Evolution was regarded as one of the best fighting games on the Dreamcast, along with Garou: Mark of the Wolves. However, due to the fact it was released during the PlayStation 2's launch and the Dreamcast's ending, it did not have very good sales.

The King of Fighters 2000 and The King of Fighters 2001 had previously been released on PlayStation 2 as stand alone titles.

"strategywiki.org"



King of Fighters: Maximum Impact: Maniax

8.4

Developer	Noise Factory
Publisher	SNK Playmore
Release date	(jp) March 23, 2006
Genre	Fighting
Mode	1-2 Players

KOF: Maximum Impact: Maniax is an enhanced version of KOF: Maximum Impact originally released exclusively for the Xbox.

Maniax include the original Japanese audio track in addition to an optional English voice-over. The game has slightly better graphics than the original. Maniax also has an exclusive mode that lets players pause the game and rotate the camera around the action. Players can also snap a picture of the in-game action.

King of Fighters Maximum Impact Regulation A

8.7

Developer	SNK Playmore
Publisher	SNK Playmore
Release date	(jp) July 26, 2007
Genre	Fighting
Mode	1-2 Players

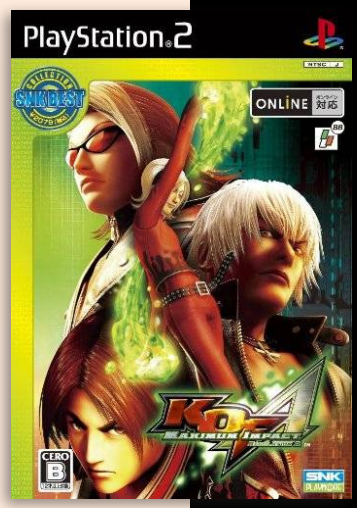
KOF Maximum Impact Regulation “A” is an upgrade to KOF: Maximum Impact 2. It was originally released for the Taito Type-X2 arcade system in July 2008. It is the only arcade release made for the KOF: MI series. It adds the classic 3 on 3 game play from the 2D KOF series with the hopes of winning over the series’ fanbase as well as new players.

Several stages as well as the story and challenge modes from Maximum Impact 2 have been removed. In addition, all of the characters have lost half of their outfits in both normal and alternate types. Armor Ralf was removed from the roster due to him overpowering the rest of the casts. Some new music, including songs from the original Maximum Impact and Sengoku 3, have been added, in addition to new alternate versions of stages and a new level for Makoto Mizoguchi.

A sequel called KOF Maximum Impact Regulation “A” 2 was planned to be released for the PS2 and Taito TypeX2, but was later cancelled.

“snk.wikia.com”

SNK Best Collection



6.7

J N P

The King of Fighters Collection: The Orochi Saga

Developer	Terminal Reality
Publisher	SNK Playmore, (eu) Ignition Entertainment
Release date	(jp) April 20, 2006
Genre	Fighting
Mode	1-2 Players

The King of Fighters Collection: The Orochi Saga contains five complete games, including the Orochi Saga trilogy ('95-'97) as well as KOF '94 and KOF '98: Dream Match Never Ends. It also feature a variety of unlockable bonus features.

Although there are major tweaks to the combat system and character rosters across all five iterations, the isn't any game-changing revolutions. Orochi Saga is simply a gathering of five 2D fighters that evolved subtly over the years, but even the visuals look about the same across each title.

Players can jump back to the main menu at any time, where they can access all five games as well as special Challenges and bonus material. Playing through Challenges, which are basically matches with special conditions, gives players the opportunity to unlock artwork and soundtracks.

As far as performance goes, this compilation runs well and has reasonable load times. There isn't any problems with the games themselves, although there is the expected slowdown during the big flashy moments that seems to plague most modern emulations.

Another features of Orochi Saga is the implementation of the training menu. The game has a easily accessible moves lists were when training. All players have to do is hit start and the move list is shown. From here, players can easily scroll through the different moves and demo them to see how they look, or just hit a button to regain control but keep the selected move overlaid on the screen for reference.

"Ryan Clements@ign.com"

The King of Fighters '94

The King of Fighters '94 was first released by SNK for the Neo Geo-based arcade system in 1994, as the inaugural game in The King of Fighters series.

KOF '94 is a crossover featuring characters from SNK's previous fighting game properties Fatal Fury and Art of Fighting. It also includes revised versions of characters from their pre-Neo Geo games Ikari Warriors and Psycho Soldier, as well as original characters created specifically for the game. The plot features the creation of a new King of Fighters tournament created by the criminal Rugal Bernstein.

SNK developed KOF '94 with the initial idea of using several games from the company in order to attract gamers who played these games. The characters' designs, as well as its innovative gameplay system based on using teams of three members, were both well received. The success of the game allowed SNK to produce a long collection of sequels in The King of Fighters series.

The King of Fighters '95

The King of Fighters '95 was originally released in 1995 for the Neo Geo arcade and home console. It is the second game in The King of Fighters series. It is also the first game in the series to be ported to other home consoles besides the Neo Geo AES and Neo-Geo CD thus making SNK a second-party developer.

The game features a similar cast to KOF '94 with the excep-

tion of the USA Team, which was replaced by the Rival Team. The plot features a new King of Fighters tournament once again promoted by the criminal Rugal Bernstein, who wants to take revenge against Kyo Kusanagi, who defeated him in last year's tournament. The game also introduces a sub-boss character, Saisyu Kusanagi, who is the father of Kyo. KOF '95 also introduces the fighter Iori Yagami, who becomes Kyo's rival in the series.

One of the main focuses in the creation of The King of Fighters '95 was the introduction of the Rivals Team, most notably Iori, who became one of the favorite characters from the staff.

The King of Fighters '96

KOF '96 was released in 1996 for the Neo Geo arcade and home consoles. It is the third game in The King of Fighters series.

The game made a few changes to gameplay such as new techniques, various changes of some teams, with a few of them introducing new characters. The plot follows a new King of Fighters tournament created by Chizuru Kagura, the heir of Yata Clan who wants to find and recruit Kyo Kusanagi, who defeated the previous host, Rugal Bernstein, to ask him and his bitter rival, Iori Yagami, to help her in the sealing of the Orochi demon. The new boss is one of the servants from Orochi, Goenitz, who appears after Chizuru is defeated.

The King of Fighters '97

KOF '97 follows the same format as the previous KOF games, but introduces two distinct playing styles which the player can select before choosing their team: Advanced and Extra.

Advanced mode is based on the previous game in the series, KOF '96, but features a revamped Power Gauge. Instead of charging the Power Gauge, the Power Gauge is now is now filled whenever the player strikes the opponent or by performing Special Moves.

Extra mode is based on the first two games in the series, KOF '94 and KOF '95. Like in those games, the player fills the Power Gauge by charging it or defending against the opponent's attacks. After the gauge is filled, the player enters MAX mode and like in Advanced, their character's offense and defense will increase.

The King of Fighters '98

The King of Fighters '98 (given the subtitle Dream Match Never Ends in Japan and The Slugfest in the U.S.) was released in 1998 for the Neo Geo arcade and home console. It is the fifth game in series. This installment was advertised by SNK as a "special edition" of the series, as it featured most of the characters who appeared in the previous games (from KOF '94 to '97), regardless of whether the character was killed off in the series' ongoing storyline (which would be resumed in the following game in the series with a new story arc).

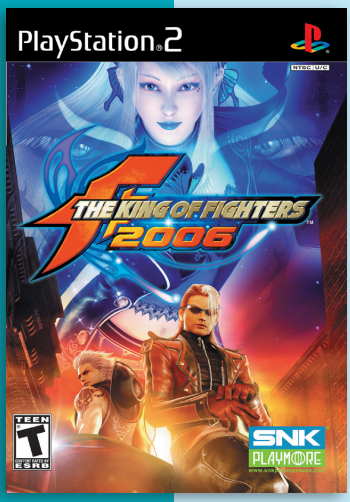
Ports of KOF '98 were released for the Neo-Geo CD and the PlayStation. A Dreamcast version titled The King of Fighters: Dream Match 1999 was also released, which featured much of the stages remade in 3D. The game was also remade for the PlayStation 2 as The King of Fighters '98: Ultimate Match, which expanded the number of playable characters.

As KOF '98 did not feature a plot, the SNK staff took this opportunity to add Rugal (who died in KOF '95) as well as various alternate versions from various characters to the game. KOF '98 has been commonly praised by several video game publications as the best KOF from the series due to its graphics and gameplay.

NeoGeo Online Collection Limited Edition

The King of Fighters 2006

6.6



J N P

Developer	SNK Playmore
Publisher	SNK Playmore, (eu) Ignition Entertainment
Release date	(jp) April 27, 2006
Genre	Fighting
Mode	1-2 Players

The King of Fighters 2006 (known in Japan as KOF: Maximum Impact 2 and in Europe as The King of Fighters: Maximum Impact 2) was released for the PlayStation 2.

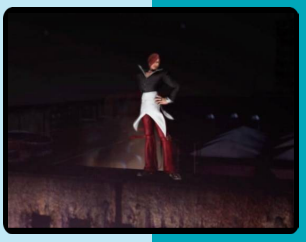
The direct sequel to KOF: Maximum Impact, this 3D spin-off of the King of Fighters series features numerous unlockable characters and costumes (including guest characters from other SNK series, such as Samurai Shodown and Metal Slug), new gameplay mechanics, a new story, bonus mini-games, and the option to toggle between English and Japanese voiceovers. The Japanese version also featured online multiplayer.

The game features 24 initially selectable characters, as well as 14 secret characters (including the final boss), for a total of 38 playable characters.

The game's story takes place after gang leader Duke's defeat at the hands of Alba Meira. With the Mephistopheles's gang gone, it is revealed that an even larger entity is pulling the gang's strings. Now there's another martial arts tournament in play with more hidden motives.

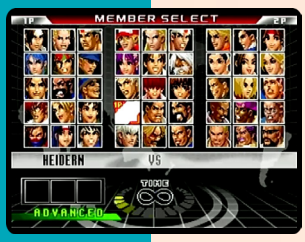
The Japanese version was bundled with the prequel animated short series The King of Fighters: Another Day on DVD-Video. It was intended to be a pre-order bonus for the North American version at GameStop locations, but issues with shipping left it with a limited and late release.

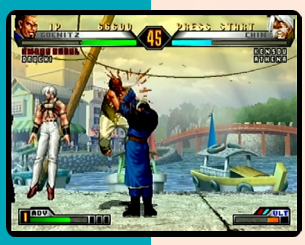
The game was nominated to the "PSXE's 2006 Game of the Year Awards" in the category Best Fighting Game, but it lost to Tekken 5: Dark Resurrection. Greg Kasavin from GameSpot ranked the game as good, giving it a score of 7.3 over 10. He commented while the game was highly improved from its prequel, it had many issues. Use of 3D graphics, although being praised too for being *"good in most cases"*, did not make changes to fights in comparison to 2D games from the series. However, he praised the variability of playable characters with different moves as well as their alternative costumes. 1Up.com reviewer Richard Li rated the game as B+. He also praised the use of alternative costumes, commenting they *"make even the most seasoned fan chuckle."*



The King of Fighters ‘98 Ultimate Match

7.3





Developer	SNK Playmore
Publisher	Ignition Entertainment, (jp) SNK Playmore
Release date	(jp) June 26, 2008
Genre	Fighting
Mode	1-2 Players

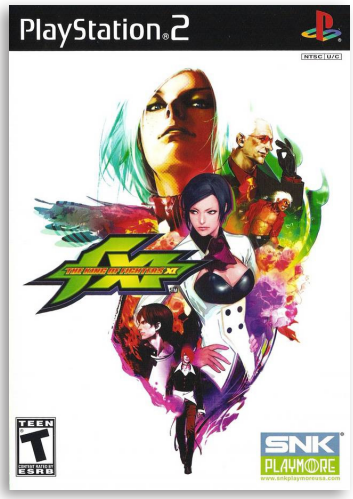
The King of Fighters ‘98: Ultimate Match is a remake of KOF 98. It was released in 2008, ten years after the original game’s release. It was released in Japan as an arcade game for the Taito Type X hardware on March 2008, with the PlayStation 2 port released on June 26 of the same year. It was also published on the NeoGeo Online Collection The Best on June 18, 2008. The game was released in North America by Ignition Entertainment on March 3, 2009. In the European Union it was released on June 10, 2009.

Ultimate Match includes additional characters not featured in the original version of the game, such as Eiji Kisaragi from KOF ‘95, along with Kasumi Todoh and the Boss Team (composed tery 2003 Geese Howard, Wolfgang Krauser, and Mr. Big) from KOF ‘96, as well as the boss characters Goenitz and Orochi, essentially including all the characters featured in the KOF series prior to KOF ‘98. New moves were added to the USA Sports Team to improve their playability, and EX versions of certain characters not featured in the original version were added, including King with her Art of Fighting 2 moveset, and Ryuji Yamazaki, Blue Mary and Geese Howard with their Real Bout Fatal Fury 2 moveset. The Orochi versions of Leona and Iori Yagami are also playable, and both also appear as mid-bosses in the Arcade Mode. New stages were added to the game such as China and Hong Kong to show appreciation for KOF’s high popularity in such regions; it is also the only fighting game to feature an accurate representation of Saudi Arabia in one stage, as the country was a major market for the NEO GEO line in the early 1990s. A third fighting style is also introduced in addition to Advance and Extra, dubbed “Ultimate” mode. Ultimate mode is a customizable style that allows the player to choose between features from Advance or Extra mode, such as which kind of Power Gauge to use. It also includes a ‘Neo Geo’ mode, which is a direct port of the original Neo Geo console version.

J N P

7.5

The King of Fighters XI



JNP

Developer	SNK Playmore
Publisher	SNK Playmore, (eu) Ignition Entertainment
Release date	(jp) June 22, 2006
Genre	Fighting
Mode	1-2 Players

The King of Fighters XI was originally released in 2005 as a coin-operated arcade game for the Atomiswave platform. It is the eleventh official installment in The King of Fighters series following The King of Fighters 2003, although The King of Fighters Neowave was previously released for the same platform.

Set during the second part of the Ash Saga story arc, the game's story takes place during another King of Fighters martial arts tournament (again hosted by Rose Bernstein). As with previous tournaments, it has a hidden agenda relating to the current antagonistic force (as the mysterious "Those from the Past" organization continues their plan to break the Orochi seal). The game's protagonist, Ash Crimson, also continues with his mysterious plan.

The four largest innovations The King of Fighters XI brings to the franchise are the Quick Shift, the Saving Shift, the Skill Bar and the Dream Cancels. The Power Stocks that existed previously are still present, and are filled in the usual fashion. Nevertheless, there are now Skill Stocks as well, which gradually build up over time. Each team begins a match holding the maximum of two Skill Stocks. Offensive maneuvers, such as Desperation Moves, Guard Cancels, and Tag Attacks, continue to use Power Stocks. However, more defensive or tactical maneuvers, such as Guard Evasion, Saving Shift, and Quick Shift, use Skill Stocks.

The King of Fighters XI utilizes the Tactical Shift System from The King of Fighters 2003. The Quick Shift allows to change into another character in the middle of any combo, prolonging it, or in the middle of any attack, canceling the frames of animation of the attack, if it's needed. The Saving Shift allows to take out a character when he is being hit as soon as he is hit, at the cost of both skill bars. The last new feature of The King of Fighters XI is the Dream Cancel. Like the Super Cancel that first appeared in The King of Fighters '99, Dream Cancel allows players to use stocks to interrupt a move in the midst of its execution with a more powerful move, allowing devastating combos.

Should the timer run down in a match, the winner is no longer decided based upon who has the most life remaining. Instead, the judgment bar, a new bar of circular shape composed of two colors, each one representing one player acts as a quantifier of the skill of each player. Whichever player has the judgment bar towards his or her side will be the victor if none of the teams win defeating all three characters from the opposite team; rarely, if the bar is exactly in the center, the match will end in a draw and both sides will lose. The bar is affected by each attack that the players get in, combos affect progressively more, and when a character of the opposing team is defeated, the bar suffers a big change against that player.

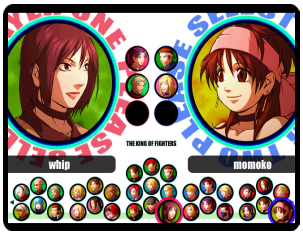
The character roster for the game receives a major shake-up, with no returning team remaining unaltered from the previous installment, and with five long-time regu-

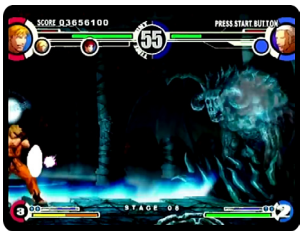
lar characters (Chang Koehan, Joe Higashi, Mai Shiranui, Leona and Robert Garcia) absent for the first time in the series. However, past characters such as Eiji Kisaragi, Kasumi Todoh, Sie Kensou, Vanessa, Ramon, and Kula Diamond return to the competition. Characters new to series include Oswald, Elisabeth, and Momoko, as well as Duck King from the first Fatal Fury and B. Jenet from Garou: Mark of the Wolves. Characters from Savage Reign and its sequel Kizuna Encounter, as well as Buriki One, appear in the game as secret challengers.

The PlayStation 2 version features seven additional characters taken from NeoGeo Battle Coliseum, who become available once the player clear certain challenges in the game's Challenge Mode. PlayStation 2 exclusive characters (each is based upon their NeoGeo Battle Coliseum appearance): Mai Shiranui (Fatal Fury 2), Robert Garcia (Art of Fighting), Geese Howard (Fatal Fury: King of Fighters), Tung Fu Rue (Fatal Fury: King of Fighters), Mr. Big (Art of Fighting), Hotaru Futaba (Garou: Mark of the Wolves), EX Kyo Kusanagi (Kyo in his The King of Fighters '99 outfit).

Since the first game in The King of Fighters series, each of them were released every year; the last of them to be released in this manner was The King of Fighters 2003. In December 2004, Falcoon, the series' main illustrator, mentioned that the next game the SNK Playmore staff were trying to release was different from The King of Fighters: Maximum Impact or what could have been a The King of Fighters 2004. Development of the game began when the SNK staff finished making Neo Geo Battle Coliseum. On September 8, 2006, Ignition Entertainment announced they licensed The King of Fighters XI for European release.

The additions of the mid-bosses from Buriki One and Kizuna Encounter were meant to surprise gamers. Since their original moves did not *"fit"* in The King of Fighters XI, developers had to change some of them. The boss character Magaki was designed to *"disgust and disturb fans with his movements"*, giving more characters to the antagonists, Those from the Past. Additionally, he was meant to be a hated and non-redeemable character due to the difficulty players could have to defeat him.





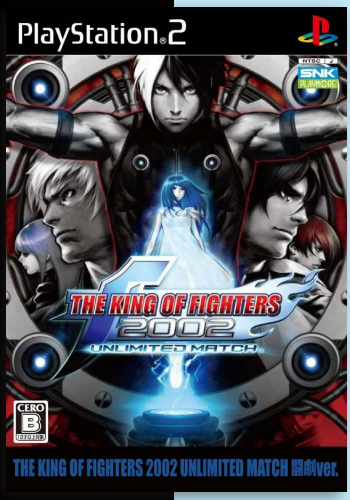
In a positive review, Ryan Clements of IGN called The King of Fighters XI *"a very old-school 2D fighter"* as the style from the games has not changed so much since KOF '94 and the game is well organized due to the large number of playable characters and how variable were their fighting styles. He added that some fights were very difficult for players unless they learn the special moves from the characters, causing them to spend some time learning them. Andrew Park of GameSpot opined that the game was well-balanced with several characters to play and a good artwork for the illustrations. He mentioned that while the sub-boss Shion, is *"terribly powerful"*, the final boss, Magaki, is *"absurdly overpowered"* although his voice is not well done and his appearance is not impressive. Eurogamer called it an *"excellent 2D game"* comparable to other good games such as Street Fighter III, but complained about the lack of popular characters like Leona and Joe Higashi, although praising the addition of bonus characters like Mai Shiranui, Mr. Big and Robert Garcia. In 2012, Complex ranked it as the eight best SNK fighting game ever made, adding that *"Shion has to be the coolest sub-boss ever."*

The game sold 47,225 units in Japan.

8.7

The King of Fighters 2002: Unlimited Match

Tougeki Ver.



Developer	SNK Playmore
Publisher	SNK Playmore
Release date	(jp) February 26, 2009
Genre	Fighting
Mode	1-2 Players

The King of Fighters 2002: Unlimited Match is a remake of The King of Fighters 2002 made by SNK Playmore. It features new teams, a new visual layout, new game balancing, new desperation moves and spliced artwork during super attacks. Several teams have a different theme from their previous appearances, and many teams have brand new compositions written for them. Like in The King of Fighters '98 Ultimate Match, this game also includes a Neo Geo adaption of the original version and a gallery of the older illustrations made by Nona, but only on PS2 version.

The main illustrations for this game were done by Hiroaki. The soundtrack has been completely redone and is composed by Yasufumi Fukuda, Makoto Asai, Teruo Konishi, and a new arranger named Two-Five. The game was released on February 26, 2009 for the PlayStation 2 in Japan and was released as a download for the Xbox Live Arcade network on November 3, 2010. The PC version of the game, initially released for the arcades, has been released on the platform Steam in February 27, 2015, and for Humble Bundle, in January 9, 2016. Like the Xbox Live version, it does not include the Neo Geo version. In the Steam version, all characters and alternative versions are available.

Due to balance changes introduced for the 2010 Super Battle Opera tournament, an updated version of the game was released for PlayStation 2 called The King of Fighters 2002 Unlimited Match Tougeki Ver. on June 24, 2010. The hidden boss characters have been disabled (although, with a save modified from the original game, can still be played) and new balance adjustments for several characters have been made. The game is otherwise the same.

WITH BEST NEW YEAR'S WISHES.
2010
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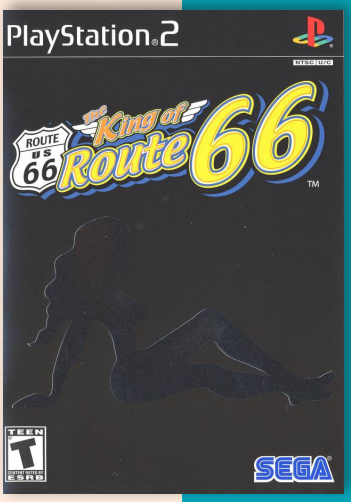
5.7

The King of Route 66

N P

Developer	TOSE
Publisher	Sega
Release date	(us) March 18, 2003
Genre	Racing
Mode	1-2 Players



The King of Route 66 is an arcade style 18-Wheeler driving game. The game takes place on the Route 66, a highway that runs through America from Illinois to California.

The game features a story mode in which the Evil Tornado Corporation has taken over all the trucking jobs along Route 66. Players take the role of a hero trucker who challenges Tornado drivers all along the route and puts them in their place by getting the cargo to the destination first. This game mode, called the King of Route 66, plays mostly like a sequel to 18 Wheeler. The next game mode is called the Queen of Route 66. In this mode players race around open areas and collect gems before time runs out.

There are other game modes as well. The Route 66 Challenge has players performing various stunts with their truck. The Rival Chase is a straightforward race similar to King mode. Vs. Battle is a two player mode.

"mobygames.com"

7.0

Kokoro no Tobira

J

Developer	GeneX
Publisher	GeneX, CyberFront
Release date	(jp) April 8, 2004
Genre	Visual novel
Mode	1 Player

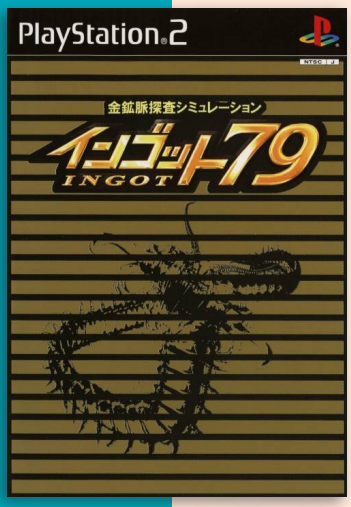
Kokoro no Tobira is a remake of a PC title that saw release in October 2003. Players take the role of a character asked by his sick sister to share with her a picture book that he made. Inevitably, this leads to romantic entanglements with a group of young girls.

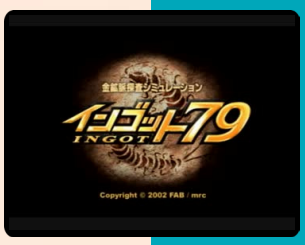
Updates in the PS2 version include a new scenario, voice action and a new opening video. The limited edition includes a bonus DVD containing artwork in a virtual photo file.

The game is a visual novel where the player, as Koichi, dates different people while searching for eternal love.

Kinkou Myaku Tansa Simulation: Ingot 79

8.7





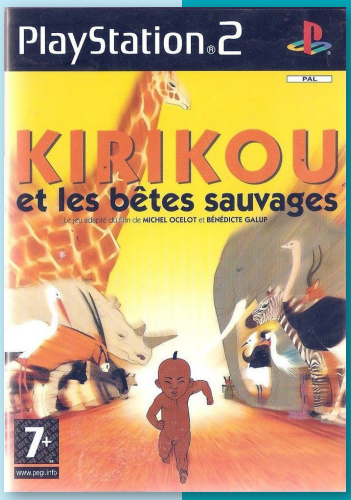
Developer	Microvision
Publisher	FAB Communications
Release date	(jp) November 14, 2002
Genre	Strategy, Visual novel
Mode	1 Player

The game was co-developed with Mitsubishi Materials Resource Development.

The game is a simulation game where players hunt for gold veins deeply hidden in the Amazon jungle. Players take the role of Riki, along with four friends, who decided to gold digging on a quick rich scheme.

J

Kirikou and the Wild Beasts



Developer	Wizardbox
Publisher	Emme Interactive
Release date	(fr) March 16, 2007
Genre	Action-platformer
Mode	1 Player

Based on the 2005 French animated feature film, Kirikou and the wild beasts is a platform adventure game aimed at young children.

Following the four main themes developed in the movies' four chapters, the player, as Kirkikou, explores the village and its surroundings to successfully pass all the tests he is submitted to during the game.

"OUAT Etertainment@youtube.com"

P

Kiruto: Anata to Tsumugu Yume to Koi no Dress

8.4

Developer	Nine's Fox
Publisher	Nine's Fox
Release date	(jp) May 31, 2007
Genre	Visual novel
Mode	1 Player

The game is an visual novel adventure game where players gather and synthesize necessary items to produce costumes for a contest. The game feature different endings based on the conversations with the different heroines

The limited edition includes a music CD containing the theme song "Yume no moon" and a calendar.

J

King's Field: Dark Side Box

8.0

Developer	From Software
Publisher	From Software
Release date	(jp) January 25, 2007
Genre	Compilation
Mode	1 Player

In celebration of the 20th Anniversary of FromSoftware, Inc, the developers, decided to have a special release of the four King's Field games. The collector's box includes Japanese Editions of the Playstaion games; King's Field, King's Field II, King's Field III and the PlayStation 2 game, King's Field: The Ancient City. The game also came with a "memorial disc" historical DVD, soundtrack CD, folding printed map of the series' world, hardcover art book and consolidated operating manual.

The discs came in a multi-fold case with a simulated gold foil slip cover. The entire package came in a sturdy box with a green marble texture print. King's Field 1-3 are PlayStation discs (which can be played on PS2). King's Field 4, like the original release, is PS2-only.

The King's Field (Japanese: キングスフィールド) games is a role-playing series developed by FromSoftware. It is known for its brooding atmosphere, labyrinthine dungeons, and difficulty. Titles in this series have been released for the PlayStation, PS2, PSP, Windows, and various mobile phones.

King's Field

The first King's Field was released for the PlayStation in Japan on December 16, 1994, 13 days after the PlayStation console itself went on sale. The game's fully 3D, first person perspective was groundbreaking among role-playing video games of the time and received significant critical acclaim. While it was not localized into English, a fan has written a full English translation patch.

The game has players navigating a vast underground labyrinth to discover the source of an invasion of monsters. The country of Verdite has descended into decay. Its royal family began practicing dark magic, guided by evil forces lurking beneath the surface of the country. A remote descendant of the cursed bloodline, Zoela Reinhardt, married the captain of the king's guards, Houser Forester. This valiant man went off to fight horrifying creatures that appeared within the Royal Cemetery. He has not returned, and neither did anyone who accompanied him. His son, John Alfred, ventured into the depths of the cemetery, determined to find out what has happened and whether there was still a chance to rescue his father.

King's Field is played from a first-person perspective. Players navigate the dungeon's five environments, which are rendered using real-time 3D graphics. During exploration, the player finds keys and items which can open doors and activate portals allow travel to different levels of the dungeon. Maps can also be discovered to help with navigation. Enemies are en-

countered in the dungeon environment, with battles taking place in real-time. Players can use a melee attack with their equipped weapon and a magic attack. Both melee and magic attacks drain dedicated stamina meters, with no further action possible until the meter has filled again. Different weapons and other items such as shields and armor can be either bought from NPCs or found in chests during dungeon exploration.

King's Field was the first video game title developed by FromSoftware; the company was founded in the 1980s to work on productivity software, deciding to branch out into video game development during the 1990s Japanese after seeing the port of Wizardry for the Apple II. FromSoftware initially attempted an action game for PC — featuring 3D CGI graphics and robots navigating an underground labyrinth—but stopped development as no PC at the time could handle the project. Following the public announcement by Sony of the PlayStation home console, FromSoftware successfully pitched the project after redesigning it to focus on first-person exploration. The game was later called the brainchild of company CEO Naotoshi Jin, who was later considered a key creative figure in the series.

The game's development lasted less than six months, with a team of around ten people working on the game. The 3D dungeon environments were built using a development tool later dubbed "Sword of Moonlight" when FromSoftware released a PC version in 2000.

Due to its difficulty and unconventional structure, the initial reaction from both players and the press was polarizing. This early reaction negatively affected sales, but through word of mouth and magazine advertisements sales of the game picked up, resulting in the game being a commercial success.

King's Field II

King's Field II is the second entry in the King's Field series and the first one released internationally. Since the original King's Field was released only in Japan, the English language version of King's Field II was retitled King's Field.

The game takes place on the island of Melanat. The player takes the role of Granitiki prince Aleph (alternatively named Alef/Alexander), who has taken it upon himself, as one of the king of Verdite's closest friends, to retrieve the holy sword known as the Moonlight Sword, and return it to King Alfred of the kingdom of Verdite. Alexander is washed up on the coast of Melanat, as the sole survivor after the ship he came with sank into the ocean. To find the Moonlight Sword, Alexander must press ever forward and uncover the secrets t

King's Field III

The events of the game take place fifteen years after those depicted in its predecessor. Players take on the role of Lyle, the king's son, in his quest to retrieve the Moonlight Sword and save the kingdom and his father. Unfortunately, the king fell victim to the ensuing corruption, and Lyle must acquire magical powers from the four greatest mages in the kingdom in order to complete his quest.

Gameplay-wise, it is similar to the previous installments, offering vast interconnected areas open for exploration and a variety of enemies to defeat with the help of weapons and magic. The game's world is larger than in the earlier games and has more open-air areas, including several towns with friendly NPCs. Magic is divided into disciplines and special crystals are required to become proficient in any of them.

The English language version was renumbered and retitled King's Field II.

King's Field: The Ancient City

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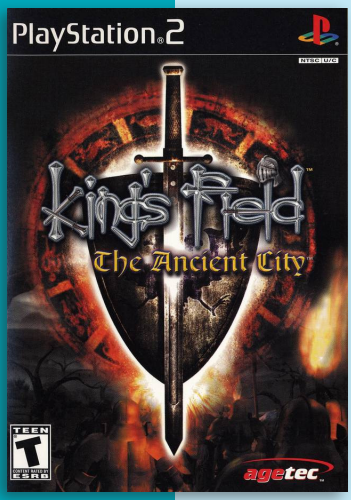
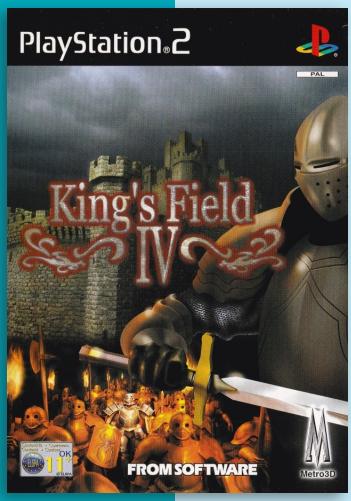
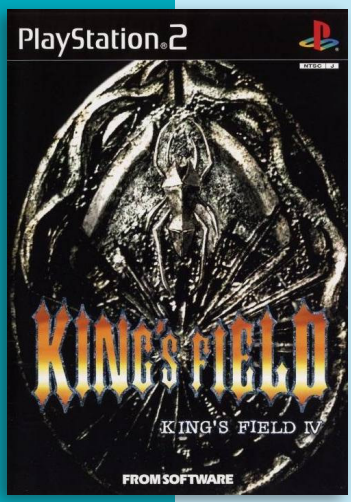






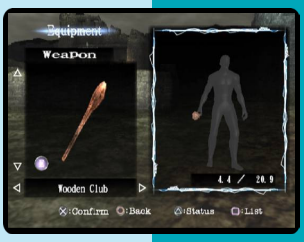
J N P

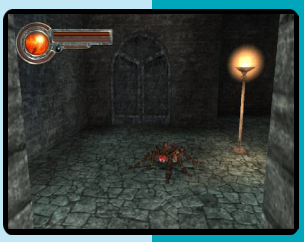
Developer	From Software
Publisher	From Software, (us) Agetec, (eu) Metro3D
Release date	(jp) October 4, 2001
Genre	Role-playing
Mode	1 Player

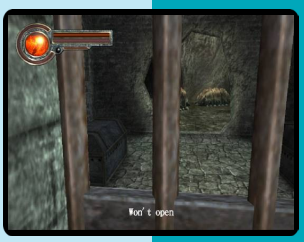
King's Field: The Ancient City, is a medieval-themed first-person role-playing. In the game an ancient idol bearing a curse, responsible for the utter destruction of a civilization of ages past, has resurfaced once again and is threatening the kingdom of man. Prince Devian has to deliver the idol to the Ancient City to break the curse, but it is a perilous journey. The city is full of monsters but even they are afraid of the unspeakable evil that has returned.

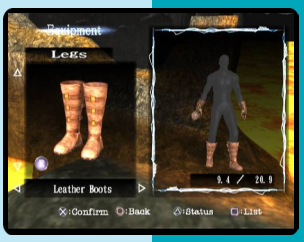
The Ancient City is the fourth entry in the King's Field series. Its core gameplay mechanics are similar to those of the predecessors: the player must explore vast interconnected areas and fight hostile creatures and weapons and magic. There are four types of weapons in the game: swords, clubs, axes, and bows. Repeatedly attacking with the same weapon raises its level, eventually allowing more powerful attacks with it. Magic is handled in a similar way, with spells increasing in power and raising Devian's magic points when used. Weapons and armor slowly deteriorate, but a blacksmith can repair them. Like in the previous games, every NPC can be attacked and killed. As opposed to the predecessors, the protagonist can swim underwater for a limited amount of time.

Before the release of the game as King's Field: The Ancient City in North America, there were a number of fans of the series using what is now called a Yahoo.com "Group". Discussing possible plotlines, characterizations, and aspects of gameplay in the upcoming release, they were noticed by a member of the group, who was also an ASCII Entertainment employee, in charge of translation and localization of the Japanese game for the English/N.American market. The group, known on the site as "The Verdite Inn", collaborated on a community-driven storyline based in the world of the first two North American releases. Out of respect for the group's opinions, imaginations, and their support for the games, the actual names or usernames of the contributing members were used as the names of certain NPCs.









Kira ☆ Kira: Rock ‘n’ Roll Show

7.6

First Print Limited Edition

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) February 26, 2009
Genre	Visual novel
Mode	1 Player

Originally released as an adult visual novel for Windows under title Kira Kira, which once ported to PlayStation 2 removed the adult content and added Rock ‘n’ Roll Show subtitle. The PS2 release also includes additional characters and story elements to complement removal of adult scenes.

The story revolves around Shikanosuke Maejima (前島 鹿之助), a student at Oubi Academy, who one day teams up with Kirari Shiino (椎野 きらり) and forms a rock band. The school festival is approaching, and they are determined to perform live.

The game doesn’t use typical dialogue boxes, but instead displays the text and dialogues over the full, slightly dimmed, background image. For clear background picture, the dialogue text and dimmed effect can be toggled on and off. Depending on player’s choices, the game will reach one of several different endings, as well as affect the ending song. Character animation is non-present, only different poses and facial expressions depict character’s disposition, and the CG events are also present to more vividly emphasize certain key moments in the story. Voice-acting is fully present for non-playable characters during dialogues.

“mobygames.com”

Kitakata Kenzou San Goku Shi

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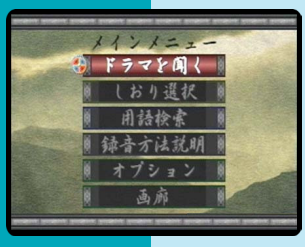
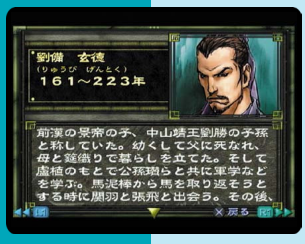




Developer	Media Factory
Publisher	Media Factory
Release date	(jp) June 14, 2001
Genre	Adventure
Mode	1 Player

This is a sound novel featuring 253 episodes of a radio drama that was broadcasted in TBS radio in 1999, and feature over 40 hours of stories with voice over and images.

The background images is illustrated by Katsuya Terada and the . The narration is done by the actor, Ken Watanabe.

The game feature a database where users can search for names of people, places, and episodes.

An Interview Tetsuya Nomura

by: Amos Wong@Australian Station (AU) 2000 November #17

Switching from character designer to game director has its perks. "I want to assemble the best team leaders from all the sections, so I don't have to anything!" jokes Square's Tetsuya Nomura on his latest PS2 project. "Its the busiest time for me at the moment, selecting the team members. But once its all decided, everything will be smooth sailing. I can tell them 'I trust you. You can do as you like!"

Funny and affable, he's taken some time out from planning Disney All Stars, the landmark collaboration with Disney Interactive. "We want to make a revolutionary game," he says. "There's really no concrete ideas yet, we're just brainstorming at the moment and seeing how Disney responds to our ideas." One of which is a game with the frenetic pace of a Hong Kong action movie. Nothing's been confirmed yet, but Nomura promises something special.

He adds "I'm involved with the project as director. Disney's world already has many characters, but I'm also a character designer. So you can imagine that something's going to happen... but I can't say what,"

"I like Western animation, which is why I'm doing the Disney game," he says. "When I was in America I bought lots of goods. Nickelodeon stuff, Disney character sculptures, Hellboy comics as well as videos, though I can't understand them."

"There's many [animated] works I'm inspired by, but I couldn't really name one. I tried to list my favourites, but when it reached 100, I thought i should stop! Though if I had to recommend and anime lately, I'd choose Cowboy Bebop. Its a good one for older audiences."

Born in 1970, Nomura joined Square in 1991 and has created popular characters from games such as Final Fantasy VII and VIII as well as both Parasite Eve titles. A self confessed fan of acclaimed artist and anime/game designer Yoshitaka Amano, Nomura didn't discover the artist's work until he started working as a freelancer. "Well, I was very young, so I didn't really know that Mr Amano worked on those classic shows [such as Battle of the Planets, aka Gatchaman]. I actually lived in a rural area, so animation wasn't really broadcast. But later on when I saw his character design I was impressed, especially with Casshan."

So what's it like to work with Amano? "I actually haven't had that many occasions to meet him," he admits. "When we first met, Mr Amano did all the talking, he didn't mention much about Final Fantasy, more about other work he's doing. I'd nod and say 'yes, yes...'"

Asked about how he approaches his work, Nomura remarks that "it's hard to draw from your ideas and create a finished character on paper; there might be some things that are difficult to express. It really depends on what kind of character I'm working on. Sometimes I can base characters on people I see in movies or other media, but basically I start from scratch, because they have to fit within the story's settings."

He continues that the different character styles of the last two Final Fantasy installments have been a deliberate evolutionary process." At the time of VII we already had a rough idea of how we were going to do the cast of the next game. Everybody wanted to create something more realistic at the time, but we had to be patient and introduce the style gradually."

"In Final Fantasy VI, the characters were super deformed. If we'd changed them to a very realistic style for the next release, it would have been to drastic a difference; the producer didn't want that. So you can think of Final Fantasy VII's character style as a cushion leading up to VIII."

Meticulous research is paid to his character's costumes, but not from what you would expect. "Everything, no matter what setting and styles, is inspired from fashion magazines," he says, "Ninja, military, the whole lot. There's many magazines lying around the office and I also browse through the racks at convenience stores; there's always some style that can be used."

I think my style is like a rearrangement of medieval or historical costumes, updated into a contemporary look with my own expression thrown in. In many other games there's original design works based on the same things, but I don't like the ones where costume designs are too exaggerated,

same with anime." Fittingly, he cites Baz Luhrmann's update of Romeo and Juliet and Mel Gibson's Braveheart as two of his favourite movies.

Just don't suggest that he's influenced by the local pop scene. "Pop idols like the members of Glay don't inspire me... they've copied Squall's fashion!" he laughs.

Once the designs are approved, Nomura explains "the hardest part is constructing the 3-D models with polygons. For example, Seifer wears a long coat. Depicting the way the material moves as well as the shadows and space between layers of clothing realistically, is difficult. Sometimes the polygons of the lower layers show through on the upper layers, that's been a real problem."

Beyond the Final Fantasy cast, his work incorporated other aspects of the world. "I designed the HIghwind in VII and Ragnarock in VIII. Whether anything actually works in reality is not my job," he laughs. "I'll leave it to the technical teams and ask them to 'make it fly!' I also designed the first set of weapons for each character. After that, other staff works on the various upgrades and I'll check and approve them."

Although there's a team that creates the magic, Nomura worked on the character's special attacks and the Guardian Forces. "Its originally Mr Amano's vision after all; he established the worlds of the first three Final Fantasy games. I expand on his ideas, add some of my own and carry on the tradition."

Another tradition made possible in the series' PlayStation version are the spectacular movie sequences. "There's several people including myself involved with the storyboarding. I worked on the scenes where my characters are involved, like the opening, party and ending. I guided the CG team, making suggestions and adjusted the character's movement or facial expressions."

"I didn't study anything," he says, about how he approached the camerawork and editing style. "It's just all from my imagination; I just kept working on it and discarded ideas I didn't like as I went along. There was a lot of thinking and drawing. Sometimes I'd come up with the final scene first and I'd have to work in reverse. The opening was actually much longer to start with and it became a process of elimination, cutting out what I felt wasn't essential."

And his favourite part of the creative process? "It doesn't apply to all games, but I really enjoyed working on the motion capture for the FF VIII movies. We auditioned young actors to act out scenes, for motion data which we'd apply to the game characters. FF VIII was the first game where we did this. The gunblade duel was considerably troublesome. There's actually two people in charge of a character; one to act out dramatic or romantic scenes and facial expressions. We also hired marital arts specialists fro the fight scenes, they're usually instructors on Japanese period dramas."

"When I described the scenario to them, they complained, saying 'no... you can't fight like that!" Nomura says, laughing. "In

the end, they listened to my directions because I explained that I was after visual impact. Still, the problem was they were middle aged professionals, so their action reflected the traditional style of period drama battles, very different to the two young guys fighting it out in the opening! We did many retakes and ended up hiring a younger group of professionals. We originally had in mind a very refined style of fighting, but we discovered it didn't have to be that refined!"

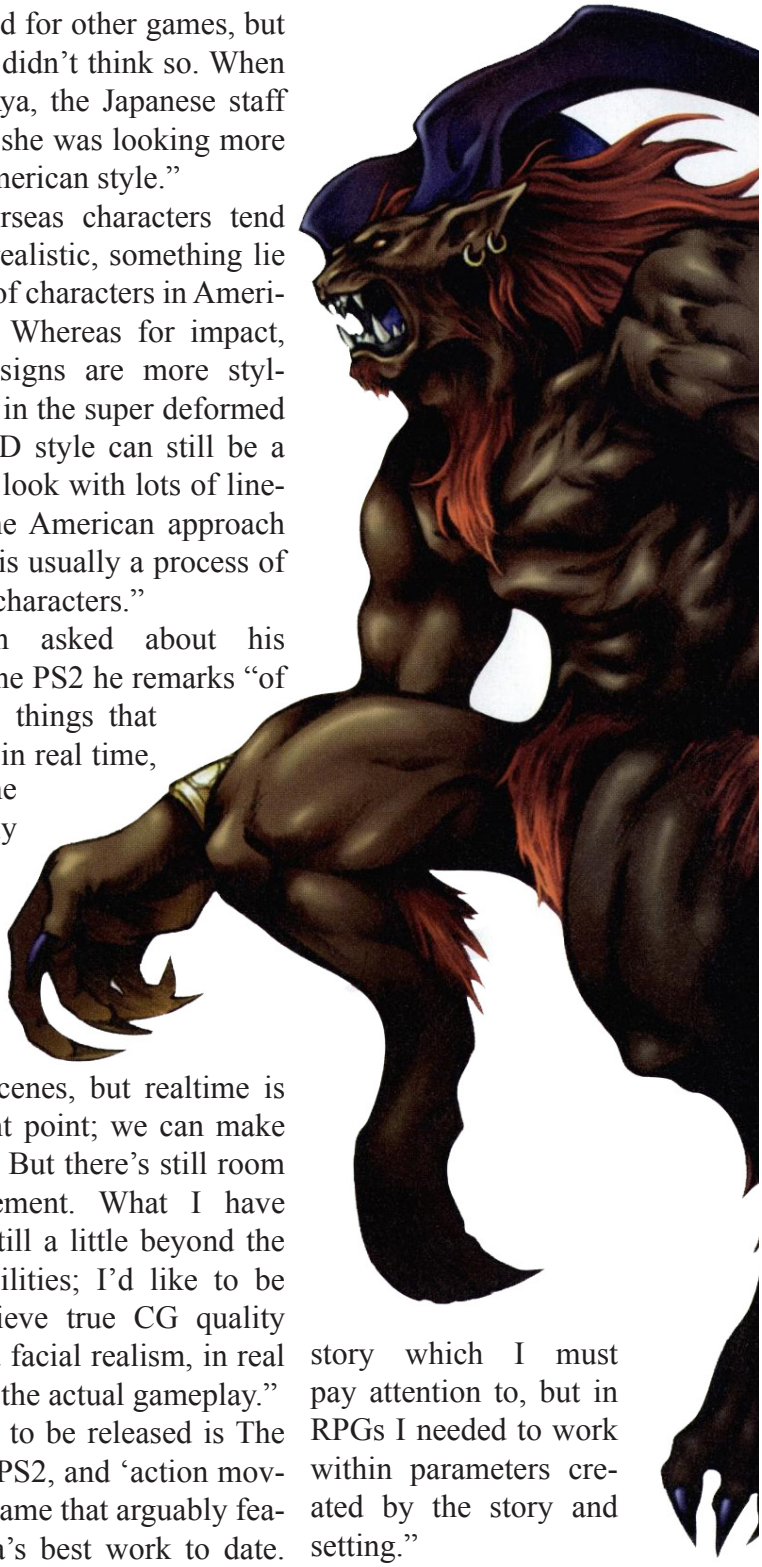
"We also made many 1/1 scale Gunblades to achieve the most realistic motion capture possible," he continues, "but it became a really expensive process. The first one cost about 100,000 yen, but ut was too heavy and couldn't be wielded for a long time. It was made of wood. For the second one we used aluminium; it was a lot lighter, but it was also dangerous to use! We made so many prototypes, but barely used them at all. They broke easily and they way they had to be held, like a gun, combined with their weight wasn't suitable for the actor's hands and wrists. We ended up using bamboo sticks!"

Spectacular, but for a completely different reason is the Japanese television ad for Parasite Eve 2; a slow motion shower scene of Aya, the main character. "It was the producer, Mr Hirata's idea," Nomura explains. "Because the main theme of Parasite Eve 2 is quite erotic. It was quite popular. I was impressed with how real it looked; even the final shot of water flowing down the drain was erotic!"

Working on the first game highlighted some difference between Japanese and western character design styles. "We went to LA to develop together with American staff," he says. "We'd felt that Aya was more realistic than characters we've created for other games, but the US staff didn't think so. When they drew Aya, the Japanese staff thought that she was looking more and more American style."

"Overseas characters tend to be more realistic, something lie the features of characters in American comics. Whereas for impact, Japanese designs are more stylised or done in the super deformed style. The SD style can still be a complicated look with lots of linework, but the American approach to that style is usually a process of simplifying characters."

When asked about his thought on the PS2 he remarks "of course more things that can be done in real time, without the need to rely on movie sequences so much. They may not be as detailed as the movie scenes, but realtime is the important point; we can make them longer. But there's still room for improvement. What I have in mind is still a little beyond the PS2's capabilities; I'd like to be able to achieve true CG quality graphics and facial realism, in real time, during the actual gameplay."



Soon to be released is The Bouncer on PS2, and 'action movie' fighting game that arguably feature Nomura's best work to date. "I've designed many characters for different games, but I've enjoyed The Bouncer the most," he says. "Collegues have also complimented me about the work I've done on it. I haven't been involved with fighting games before, so its been a big challenge. I didn't have to be so concerned about the setting and could focus on the characters. Of course, each of them have a backstory which I must pay attention to, but in RPGs I needed to work within parameters created by the story and setting."

"For fighting games, the main point is creating characters with impact. They must be attractive, so its been a very free and fun experience."

www.kingdom-hearts.com

THE COURAGE PLACE THE POWER PLACE THE WONDER PLACE THE THIRD PLACE

PlayStation.2

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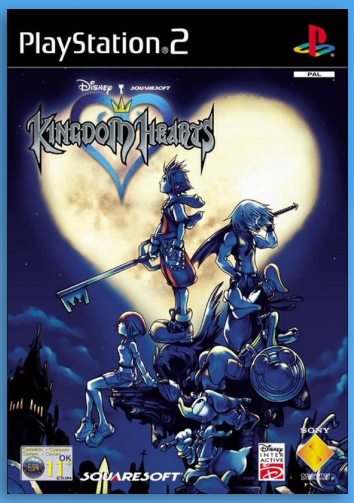
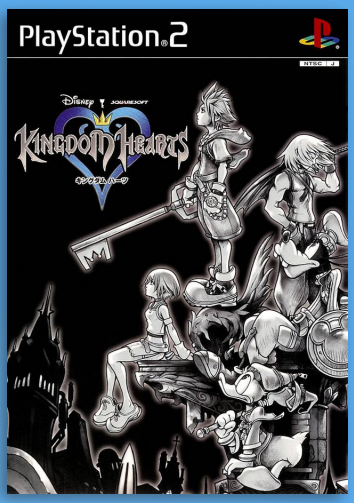




JNP

Kingdom Hearts

Developer	SquareSoft
Publisher	SquareSoft, Square Enix, (eu) SCEE
Release date	(jp) March 28, 2002
Genre	Action role-playing
Mode	1 Player

Kingdom Hearts is a 2002 action role-playing game developed and published by Square for the PlayStation 2. It is the first game in the Kingdom Hearts series, and is the result of a collaboration between Square and The Walt Disney Company.

The game combines characters and settings from Disney animated features with those from Square's Final Fantasy series. It follows the adventures of Sora, who after his world is shattered when a violent storm hits his home, is separated from his two closest friends. The storm scatters the three to unknown worlds. At the same time, there is turmoil in the Disney Castle. King Mickey is missing, and Court Wizard Donald and Captain Goofy are out to find him. On their travels they meet Sora, on his own search for his lost friends. The three are told of ominous creatures called Heartless, being without hearts derived from an unknown dimension and are the ones responsible for the devastating storm.

The Disney villains, enticed by the power of darkness, manipulate the Darkness to help them gather the princesses of heart, who are needed to open a mysterious final door. Upon discovering the link between the Heartless, the storm, and the disappearance of King Mickey, Sora, Donald, and Goofy join forces and help familiar Disney heroes to save their worlds from the Heartless.

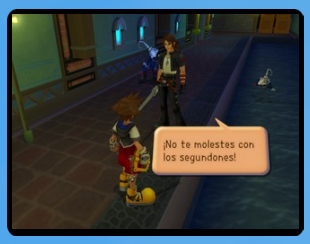
Kingdom Hearts is influenced by its parent franchise, Final Fantasy, and carries gameplay elements over into its own action-based, hack and slash system. The main battle party consists of three characters: Sora, Donald Duck, and Goofy. Sora is directly controlled by the player from a third person camera angle. All other party members are computer-controlled, though the player can customize their behavior to an extent through the pause menu. Donald and Goofy comprise the party in most areas, but nearly every level features a character who may replace them. For instance, Jack Skellington can join Sora's party in Halloween Town, but cannot accompany the player elsewhere. In some worlds, the party changes its appearance, has abilities unique to that world or both. The characters can fly in Neverland, acquire aquatic forms in Atlantica which enable them to survive underwater, and gain Halloween costumes in Halloween Town to blend in with the locals.

Like traditional role-playing games, Kingdom Hearts features an experience point system that determines character development. As enemies are defeated, the player characters gain experience and grow stronger, gaining access to new abilities. Unlike other games of its type, Kingdom Hearts allows a degree of character development customization through a short tutorial found at the beginning of the game. The tutorial allows the player to select from one of three main attributes—strength, defense, or magic—for Sora to excel in and one to lack in. By choosing certain options, the player may manipulate how Sora learns abilities, grows statistically, and gains levels. Donald, Goofy, and any other addi-

tional party members are assigned specific areas of strength from the outset. Donald excels in magic, while Goofy excels in defense and special attacks.

The game progresses linearly from one story event to the next, usually presented as a cutscene, though there are numerous side quests available that provide benefits to the characters. Players may also choose the order in which they tackle some areas. Most of the gameplay occurs on interconnected field maps where battles take place. Combat in Kingdom Hearts occurs in real time and involves pressing buttons to initiate attacks by the on-screen character. An action menu, similar to those found in Final Fantasy games, found at the bottom left of the screen provides other combat options such as using magic and items, although players can also assign selected magic spells that can be instantly used whilst holding the shoulder button. As players progress through the game, they can receive certain Disney characters as summons, such as Dumbo and Tinker Bell, each with their own unique abilities. There is also a context-sensitive option at the bottom of the menu, usually used for interacting with the environment or performing special attacks. This menu is manipulated by using the right analog stick or digital pad, while movement is controlled by the left analog stick, allowing the player to navigate the menu while avoiding or approaching enemies.

Sora, along with his allies, both possess a Hit Point (HP) meter and a Magic Point (MP) meter, which increase as they gain experience and level up. The MP meter is divided into various sections that are used up whenever that character performs magic, with more powerful magic using more MP. MP can be replenished by performing melee attacks or using items. The HP meter determines the character's health, reducing whenever a character takes damage, although it can be replenished by using healing items or spells. If one of Sora's allies runs out of health, they will be knocked out temporarily until someone heals them. However, if Sora loses all of his health, the game ends and the player must resume play from the beginning of an area or boss. Defeating enemies causes various orbs to fall; green orbs which replenish health, blue orbs which restore MP, and yellow orbs which represent Munny, the game's currency, which can be used to purchase new items.



The Gummi Ship is the mode of travel between the various worlds in the game. The gameplay for piloting the vessel is different from the rest of the game as it switches to a rail shooter format. The player controls the Gummi Ship from a rear third-person perspective as it travels in an outer space setting. While traveling, the player must avoid obstacles and defend against enemy ships that attempt to destroy the player's vessel by firing missiles or ramming it. Surviving the route allows access to the next world. Once the player's gummi ship is destroyed, it will have the option to either return to the world selection menu or retry the level. At the beginning of the game, there are few options available to customize the vessel, but as the game progresses, new weapons, engines, and armor become available. Different pre-designed blueprints can be found throughout the game that can be used to quickly construct Gummi Ships. Geppetto also gives the player different Gummi Ship designs based on the number of Heartless defeated. From the start, the player can travel between worlds by using "Normal Drive", which initiates the rail shooter-like minigame. Later in the game, Sora can acquire a "Warp Drive", which allows instant travel

between previously-visited worlds without having to play the minigame. However, worlds that have not been visited cannot be accessed with Warp Drive, and must be discovered normally first.

The universe of Kingdom Hearts is a collection of various levels, referred to as "worlds", through which the player must progress. Thirteen can be accessed in the game and one, Disney Castle, is shown in cutscenes. Additional worlds are mentioned by various characters, but are inaccessible because they have been destroyed by the Heartless. Ten Disney worlds are based on fiction, primarily from the Disney animated features canon, and the other four were created by Square specifically for the game.

The graphics and characters of each worlds were designed to resemble the artwork style of each Disney films. Each Disney world is inhabited by characters from the film: including Hercules and Philoctetes in Olympus Coliseum, and Aladdin, Princess Jasmine and Jafar in Agrabah. Each world is disconnected from the others and exists separately. Most characters in the worlds are unaware of other ones, with few exceptions. Players travel from one world to another via Gummi Ship.

The worlds created specifically for the game mirror the overall appearance of the other worlds and feature either new characters or ones from several Final Fantasy games. The new worlds include: the Destiny Islands, where the story opens; Traverse Town, which serves as a launching point for most of the game; Hollow Bastion, which many of the Final Fantasy characters call home; and the End of the World, a large, dark world created from the remnants of various worlds consumed by the Heartless. The main characters travel from world to world to seal each "Keyhole"; this protects the world from the Heartless and ultimately from destruction. They also try to minimize their interaction with characters of other worlds to maintain a balance of separation. This sometimes requires Sora, Donald and Goofy to blend in with the world inhabitants by changing their physical appearance.

The initial idea for Kingdom Hearts began with a discussion between Shinji Hashimoto and Hironobu Sakaguchi about Super Mario 64. They were planning to make a game with freedom of movement in three dimensions like Super Mario 64 but lamented that only characters as popular as Disney's could rival a Mario game. Tetsuya Nomura, overhearing their conversation, volunteered to lead the project and the two producers agreed to let him direct. A chance meeting between Hashimoto and a Disney executive in an elevator—Square and Disney had previously worked in the same building in Japan—allowed Hashimoto to pitch the idea directly to Disney. Nomura struck down a number of proposals from Disney in order to pursue his own concept featuring an original character not based on a Disney property. The production team consisted of over one hundred members from both Square and Disney Interactive. The game began development in February 2000 and originally focused more on the gameplay with a simple story to appeal to Disney's target age range. After executive producer Hironobu Sakaguchi told director Tetsuya Nomura the game would be a failure if it did not aim for the same level as the Final Fantasy series, Nomura began to develop the story further. When choosing the Disney worlds to include in the game,

Nomura and his team tried to pick worlds that had distinctively different looks. They also tried to take into account worlds with Disney characters that would be interesting. Thanks to support from Disney's then-president and current chairman and chief executive Bob Iger, the team had few restrictions on which worlds they could use from the Disney franchises. However, they tried to remain within each character's boundaries set by their respective Disney films. In a June 2013 interview, Nomura stated the name of the game was inspired by Disney Theme Parks, particularly Animal Kingdom, which had recently opened when development on the game began. However, Nomura could not secure the IP as just Kingdom. Later on, when the development team began to think about "hearts" as a core part of the story, it was decided to combine the two to form the title Kingdom Hearts.

Additional content was added to the North American release that was absent in the initial Japanese release: new optional bosses, one of which was named after the winner of the official website's "Name-In-Game" sweepstakes, an extra difficulty level, and a teaser of Kingdom Hearts II accessible by meeting certain criteria. Nomura included the teaser in order to gauge fan reaction to the possibility of a sequel; he felt that if the idea was unpopular, then it would be best to leave certain events in the game unexplained. The new content was later added to the Japanese re-release Kingdom Hearts Final Mix. Final Mix included further additional content such as new items, cutscenes, and enemies, such as a new secret boss that sets up the sequel. The new content further hinted at plotlines that would be explained in sequels. Some content omitted from Kingdom Hearts was later added into Kingdom Hearts II. A world based on The Lion King, for instance, was unfeasible because an additional program was required to process movement on four legs—a necessity since Sora would become a lion in that world. Due to time constraints, the developers left out an optional boss battle, similar to the Sephiroth battle, against Tifa Lockhart. She was later included in Kingdom Hearts II as a more developed character.

Yoko Shimomura composed and produced the music of Kingdom Hearts. While there are arranged melodies derived from previous Disney films, most of the soundtrack consists of original themes written specifically for the game by Shimomura. The opening orchestration and ending credits theme were arranged and orchestrated by Kaoru Wada and performed by the New Japan Philharmonic Orchestra. The main vocal theme for the original Japanese release is titled "Hikari" (光). The English version of "Hikari", "Simple and Clean", was used in the Western releases and the Japanese re-release, Final Mix. Both versions were composed and performed by Hikaru Utada. Her involvement, along with the Japanese song title, was announced in January 2002. Utada was the only singer Nomura had in mind for the Kingdom Hearts theme song. This marked the first time Utada had produced a song for a video game.

Kingdom Hearts featured well-known voice actors for both the Japanese and English versions. The Japanese version featured Miyu Irino as Sora, Risa Uchida as Kairi, and Mamoru Miyano as Riku. Other notable voice actors included Kōichi Yamadera, Hideo Ishikawa, and Maaya Sakamoto. A special effort was made to preserve

the official voice actors of characters from the Disney movies used in Kingdom Hearts. Some of the voice actors from the related television series or direct-to-video sequels were chosen over the original voice actors from films, where applicable (e.g. Dan Castellaneta as Genie, rather than Robin Williams). The English version featured Haley Joel Osment as Sora, David Gallagher as Riku, and Hayden Panettiere as Kairi. Other notable voice actors included Billy Zane, Christy Carlson Romano, David Boreanaz, James Woods, and Mandy Moore.

Kingdom Hearts was announced at the E3 in May 2001. Initial details were that it would be a collaboration between Square and Disney Interactive and would feature worlds developed by both companies and Disney characters. New characters were designed by Nomura and included Sora, Riku, Kairi, and the Heartless. A playable demo was available at the Tokyo Game Show in 2001. The gameplay of the demo showcased many action role-playing game elements that would be included in the final product. To help market the English release of the game, Square launched the official website in April 2002, which featured trailers, a "Name-In-Game" sweepstakes, and other Internet content. On May 14, 2002, a press release announced a list of the English voice actors. The list included Haley Joel Osment, David Gallagher, and Hayden Panettiere as the three new characters introduced in the game. It also announced that many of the Disney characters would be voiced by the official voice actors from their respective Disney films. Other marketing efforts included auctions of the game and related items before the North American release and a Consumer Demo Day in San Francisco, California.

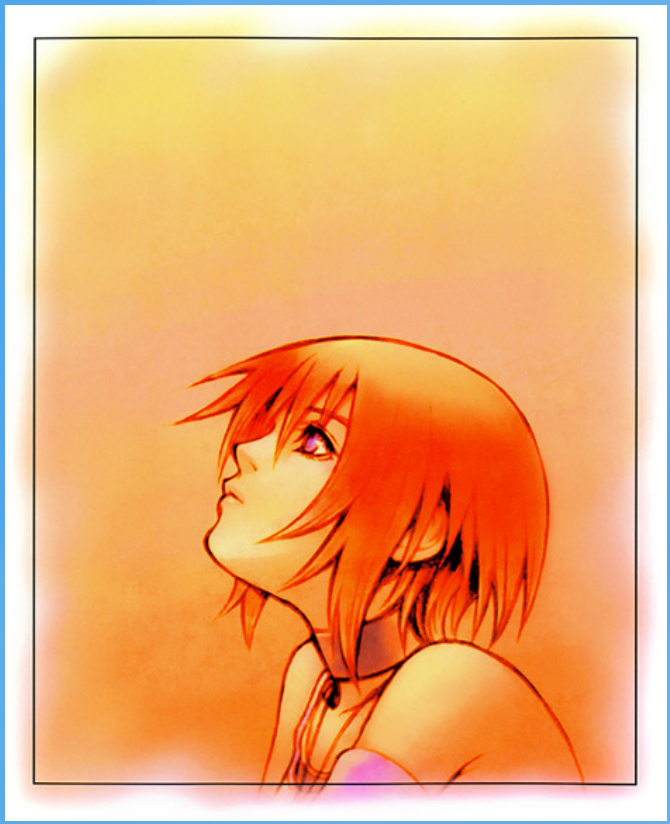
Kingdom Hearts received positive reviews and sales figures. During the first two months of its North American release it was one of the top three highest-selling video games and was among the top selling titles during the 2002 Christmas and holiday season. In November 2002, UBS Warburg listed it as the 6th highest console game in terms of sales during the week of November 5. At the end of April 2003, Square announced that Kingdom Hearts had sold its millionth copy in the United States, which made it eligible for PlayStation's "Greatest Hits" status, and over 3.0 million worldwide. Sales reached 1.2 million in Japan in the first quarter of 2004, and broke 4.0 million worldwide. In December 2005, the NPD Group listed it as *"one of the top ten best-selling PlayStation 2 titles of all time in North America"*. By July 2006, Kingdom Hearts had sold through 2.6 million copies and earned $100 million in the United States alone. Next Generation ranked it as the seventh highest-selling game launched for the PlayStation 2, Xbox or GameCube between January 2000 and July 2006 in that country. As of December 2006, Kingdom Hearts had shipped over 5.6 million copies worldwide with 1.1 million in PAL regions, 1.5 million in Japan, and 3.0 million in North America. By October 2013, the series had sold more than 20 million units worldwide.

The game received critical acclaim among reviewers. In IGN's Best of 2002 awards, it was nominated for "PS2's Best Game of 2002 Editor's Choice Award" and was a runner up for "PS2's Best Game of 2002 Reader's Choice Award". In 2007, the website listed Kingdom Hearts as the 22nd best PlayStation 2 game of all time. Critics commended the visuals, orchestral score, voice acting, and hybrid action-adventure and role-playing feel to the game. IGN named it "Best Art Style/Direction", runner-

up for "Best CG Graphics", and honorable mention for "Best Animation" in IGN's 2003 list of "Best Looking Games on PS2". GameSpy listed Kingdom Hearts twice in its "Top 25 Video Game Cinematic Moments". GamePro stated that the graphics were *"gorgeous"*, giving them high marks. The audio was also praised, particularly the quality of the voice-overs and musical score. GamePro had positive comments on the overall audio and gave that aspect a perfect score.

Criticism about the gameplay was mixed. Many reviews complained that the camera was at times frustrating and the Gummi Ship portions were out of place. GameSpot cited *"tedious"* gameplay and Gummi Ship sections as *"pale imitations of the Star Fox series"*, but stated that the combat was fun, particularly the boss fights. Dengeki Online commented on the camera controls, saying that the camera would often run into objects while being rotated by the player. GamePro compared the battle system to *"old N64 Zelda games"* and had positive comments about Donald and Goofy's artificial intelligence.

GameSpot commented that the concept of mixing the serious elements of Final Fantasy with the lighter elements of Disney seemed impossible, but was pulled off quite well. Because of that they awarded Kingdom Hearts "Best Crossover Since Capcom vs. SNK" in their 2002 Best and Worst of the Year awards. GameSpy noted that the periodic departure from the main plot into the Disney side stories was disappointing, and when the original plot builds to a climax, *"the story fails to gel thanks to a confusing mish-mash of vague terms and symbolism that probably made more sense in the director's head than in this final product."* Aside from the plot, they stated that the overall package was worth playing through to the end. G4TV awarded it "Best Story" at their 2003 G-Phoria awards show. Fan response was also positive; Kingdom Hearts was voted as the 19th best game of all-time by readers of the Japanese magazine Famitsu, 16th by the users of website GameFAQs, and 92nd by IGN users. Kingdom Hearts ranked ninth on IGN's most recent "Top 25 PS2 Games of All Time" list. It was also a nominee for the Best Game Award from the CESA Game Awards for 2001-2002. In the making of the 2004 video game Fullmetal Alchemist and the Broken Angel the developers, Racjin, looked at other titles for



inspiration, particularly Kingdom Hearts when making the game.

During August 2011, Nomura expressed desire to release a high definition rerelease of the game though he had yet to confirm such plans. In September 2012, Square Enix announced Kingdom Hearts HD 1.5 Remix, a compilation for the PlayStation 3, that includes both Kingdom Hearts Final Mix and Kingdom Hearts Re:Chain of Memories in HD and trophy support. The character models from Kingdom Hearts 3D: Dream Drop Distance were used as a base for the game's characters. The gameplay of the original Kingdom Hearts was modified to play more like Kingdom Hearts II. Additionally, the collection includes HD cinematic scenes from Kingdom Hearts 358/2 Days.

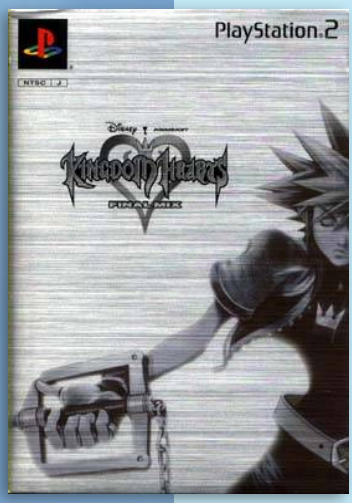
In June 2013, Nomura stated that the original game assets for Kingdom Hearts had been lost some time ago. He explained, *"[The game data] was lost, so we had to research, and we had to dig out from the actual game what was available and recreate everything for HD. We had to recreate all the graphics and it was actually not that easy."*

In October 2016, Square Enix announced a single-disc compilation release of Kingdom Hearts HD 1.5 Remix and Kingdom Hearts HD 2.5 Remix for the PlayStation 4.

Kingdom Hearts Final Mix

9.3

Limited Edition



Ultimate Hits

Developer	SquareSoft
Publisher	SquareSoft, Square Enix
Release date	(jp) December 26, 2002
Genre	Action role-playing
Mode	1 Player

Originally released only in Japan on December 26, 2002, Kingdom Hearts Final Mix has several events and a number of gameplay tweaks that are not in previous releases. Spoken dialogue is in English, with Japanese subtitles. New scenes, clarifying certain plot points, such as Riku's journey and foreshadowing of Kingdom Hearts II, were included, but no new dialogue was recorded. A gameplay option allows the player to skip cutscenes after seeing them once. The optional bosses first included in the English version were introduced to Japanese players for the first time, along with a new fight against "Unknown Man", in an attempt to raise interest for the sequel.

In another attempt at foreshadowing, a video titled "Another Side, Another Story [deep dive]" plays at the ending if the player accomplishes certain tasks. New music tracks incorporated were "Disappeared" and "Another Side". The "Night on Bald Mountain" and "One-Winged Angel" tracks from the English version were included as well. Other changes include new abilities, new weapons, new items, additional and recolored enemies, and gameplay tweaks to make the game easier for the player, along with two new levels of difficulty. When first released, Final Mix included either a deck of Kingdom Hearts cards or special music CD. A limited "Platinum Edition" version of Kingdom Hearts Final Mix was later released with an action figure of Sora, a sticker set, and sketches of some of the main characters.

It was released for the first time in North America, Europe and Australia as part of Kingdom Hearts HD 1.5 Remix.

Another side, Another story... was meant as more of a concept trailer, showing whatever ideas Tetsuya Nomura had for a sequel at the time; it was not meant to be taken as an actual part of the storyline for the games. Kazushige Nojima, the scenario writer, explained that, after the story for Kingdom Hearts II was written, he had to go back and find places to put in the seemingly random quotes found in both Another side, Another story... and Another Side, Another Story [deep dive].

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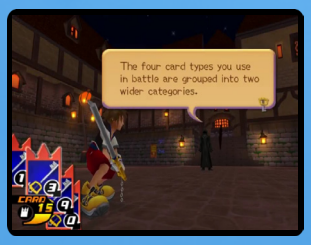


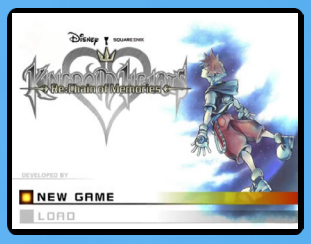
Kingdom Hearts Re: Chain of Memories

Developer	Jupiter Corporation
Publisher	Square Enix
Release date	(jp) March 29, 2007
Genre	Action role-playing
Mode	1 Player

Kingdom Hearts Re:Chain of Memories is a full remake of the 2004 GameBoy Advance game, Kingdom Hearts Chain of Memories. It was released on the PlayStation 2. In Japan, it is part of the Kingdom Hearts II Final Mix+ compilation and has connectivity features with Kingdom Hearts II Final Mix. As there were no plans to release Kingdom Hearts II Final Mix internationally, these features were modified for the North American release.

Chain of Memories is the second game in the Kingdom Hearts series. It is a direct sequel to Kingdom Hearts, and its ending is set about a year before Kingdom Hearts II. The game follows Sora and friends, exploring a mysterious castle. There, Riku explores the basement levels and fights the darkness. The game introduces new characters and plotlines that further expand the Kingdom Hearts universe and set up the premise for Kingdom Hearts II.

Kingdom Hearts: Chain of Memories is a combination between a role-playing game and collectible card game. The main role-playing aspect is an experience point system that is used to increase the character's maximum health or Card Points, or to learn a new skill. The cards are utilized in the progression of the story as well as in combat. The game features a field map and battle screen. The field map is an isometric area where the player can traverse between rooms. Enemies inhabit the field map and track the player to engage in combat, which can be initiated through contact between the player and an enemy. Once combat has been engaged, the game switches to the battle screen which utilizes a card-based battle system.



A unique aspect to this game is "room synthesis": to advance through the game, the player must utilize Map cards obtained after winning battles to synthesize rooms. The properties of each room—including quality of items and strength of enemies—are determined by the Map cards that the player chooses. Each card has a specific effect: red cards affect the number and type of enemies; green cards affect the power of the player's deck; and blue cards affect the properties of the room itself, such as allowing treasure chests or a save point to appear.

The game features three modes of gameplay. The first two are story modes that feature either Sora or Riku, and the third is a two player battle mode. Initially only Sora's story mode is available; once completed, "Reverse/Rebirth" mode becomes available. Reverse/Rebirth allows the player to play a second story mode featuring Riku where players can battle each other.

Regarding the development of the original GameBoy Advance game, the idea for an intermediary title was developed after director Tetsuya Nomura and his team had already begun to develop ideas for the second Kingdom Hearts game, which he had intended to be set a year after the original. Originally titled Kingdom Hearts: Lost Memo-

ries, Nomura changed the name to match the overall outline of the story, while still reflecting the theme of memories. Chain of Memories was developed to bridge the gap between Kingdom Hearts and Kingdom Hearts II. Like most sequels, Kingdom Hearts II was planned to have the character start from the beginning, ability-wise. To explain the loss of abilities gained in the previous game, Nomura had the story revolve around Sora's memories getting corrupted and implemented the card battle system to symbolize Sora's various memories.

Nomura was hesitant about releasing a Kingdom Hearts title on the Game Boy Advance, feeling that the 3D graphics of the original game would not translate well into 2D. Nomura changed his position after hearing that children wanted to play Kingdom Hearts on the GBA. After exploring ideas for the gameplay, he felt that a 2D Kingdom Hearts game would be possible, and that it could still feel like and play like what gamers were used to in the original. Meanwhile, Nomura wanted to give the game a "lighter tone" than the PlayStation 2 games.

While many changes were made between the two versions, by far the most important was the total redesign of the game to be a three-dimensional computer-rendered game for the PlayStation 2, in the same style as the other released entries in the series, Kingdom Hearts and Kingdom Hearts II. This revamp included changing the battle arenas from two dimensional screens without "height" into full three-dimensional arenas, allowing enemies to rise out of the player's range.

Additionally, these arenas can be aesthetically varied, even within the same world, while in the original game there was only one arena design per world. The "Duel" system was added to Riku's battle mechanics, and the Reaction Command system of Kingdom Hearts II was incorporated into both Sora and Riku's battle mechanics, generally to replace instances where the player would press the "A" button to continue a combo attack.

A smaller but still important change was the conversion of many of the game's scenes into fully voice-acted full motion videos, and the use of voice-acting within gameplay. While the dialogue for the game was recorded using the voice actors used in Kingdom Hearts II, the voicing and sound effects within gameplay relied largely on existing clips. In some cases, such as the Sora's invocation of the Stop spell, these clips were only available using the Kingdom Hearts voice-actors. As the scenes were now fully rendered, rather than being acted out with sprites, the violence within the game was more apparent, and the game's rating was raised from E to E10+, for Fantasy Violence.

The game's card system and overall plot remained the same as the original Kingdom Hearts Chain of Memories, and "Simple and Clean" is the game's theme song. However, there were many small tweaks to the storyline, as well as the addition of new Cards, Sleights, bosses, and a Theater Mode to re-watch the game's full-motion videos.

The game was remastered in high definition and released as part of Kingdom Hearts HD 1.5 ReMIX for PlayStation 3. It was available in Europe and Australia for the very first time as part of the collection. This edition of the game further alters the previous connectivity bonuses by instead allowing additional content from watching the collection's scenes from Kingdom Hearts 358/2 Days. It was later released on PlayStation 4 as part of Kingdom Hearts HD 1.5 + 2.5 ReMIX.

DARKNESS WILL NEVER TAKE OVER OUR HEARTS

Disney SQUARE ENIX

KINGDOM HEARTS II

Get ready to join the greatest heroes in their epic battle against the evil Heartless. Along with Sora, Donald and Goofy, travel to the amazing Disney worlds of The Lion King, Pirates of the Caribbean, Beauty and the Beast, Tron and many more to fight the Darkness that plagues them by using powerful new techniques, magic and combination attacks. Enjoy an unforgettable adventure where you will meet over a hundred Disney characters and special guests!

PG Mild violence

PlayStation.2 www.kingdomhearts2.eu.com SQUARE ENIX.

bvg BUENA VISTA GAMES

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JNP

Kingdom Hearts II

Developer	Square Enix
Publisher	Square Enix
Release date	(jp) December 22, 2005
Genre	Action role-playing
Mode	1 Player

Kingdom Hearts II is a sequel to Kingdom Hearts, and like the original game, combines characters and settings from Disney films with those of Square Enix's Final Fantasy series.

Kingdom Hearts II is the third game in the Kingdom Hearts series. It picks up one year after the events of Kingdom Hearts: Chain of Memories. Sora, the protagonist of the first two games, returns to search for his lost friends while battling the sinister Organization XIII, a group of antagonists previously introduced in Chain of Memories. Like the previous games, Kingdom Hearts II features a large cast of characters from Disney films and Final Fantasy games.

The game's setting is a collection of various levels (referred to in-game as "worlds") that the player progresses through. As in the first game, the player can travel to various Disney-based locales, along with original worlds specifically created for the series. While Disney-based worlds were primarily derived from the Disney animated features canon in the first game, Kingdom Hearts II introduces worlds that are based on Disney live-action films as well. Each world varies in appearance and setting, depending on the Disney film on which it is based. The graphics of the world and characters are meant to resemble the artwork style of the environments and characters from their respective Disney films. Each world is disconnected from the others and exists separately; with few exceptions, players travel from one world to another via a Gummi Ship.

Some worlds featured in the previous games reappear, but with new and expanded areas. There are also new worlds that are introduced, including the Land of Dragons (based on Mulan); Beast's Castle (Beauty and the Beast); Timeless River (Steamboat Willie); Port Royal (Pirates of the Caribbean: The Curse of the Black Pearl); Pride Lands (The Lion King); and Space Paranoids (Tron). Twilight Town, an original world first seen in Chain of Memories, has a greater role as the introductory world. The World That Never Was is a new world that serves as the headquarters of Organization XIII.

The gameplay of Kingdom Hearts II is similar to the action RPG and hack and slash gameplay of the first Kingdom Hearts game, though developers made an effort to address some of the complaints with the previous game. The player directly controls Sora from a third-person camera angle, though first-person perspective is available via Select button. Most of the gameplay occurs on interconnected field maps where battles take place. The game is driven by a linear progression from one story event to the next, usually told via cutscenes, though there are numerous side-quests available that provide bonuses to characters.

Like many traditional role-playing video games, Kingdom Hearts II features an experience point system which determines character development. As enemies are defeated, the player and allies culminate experience to "level up", in which the playable characters

grow stronger and gain access to new abilities.

Combat in Kingdom Hearts II is in real-time and involves heavy hack and slash elements with button presses which initiate attacks by the on-screen character. A role-playing game menu on the screen's bottom left, similar to those found in Final Fantasy games, provides other combat options such as using magic or items, summoning beings to assist in battle, or executing combination attacks with other party members. A new feature is the "Reaction Command", special enemy-specific attacks that are triggered when the player presses the triangle button at the correct time during battle. Reaction Commands can be used to defeat regular enemies or avoid damage, and are sometimes necessary to complete a boss battle. In addition to the main character, two party members are usually present who also participate in combat. Although these characters are computer-controlled, the player is allowed to customize their behavior to a certain extent through the menu screen, such as attacking the same enemy Sora targets.

In response to criticism, the "Gummi Ship" feature of the first game was re-imagined to be *"more enjoyable"*. Although retaining its basic purpose of travel, the system was completely redone to resemble a combination of rail shooter and *"Disney theme park ride"*. In the world map, the player must now control the Gummi Ship from a top-down view and fly to the world the player wishes to enter. Worlds are no longer open from the beginning—the player must unlock the routes to them by entering a new level, controlling the ship from a third-person point of view, and battling enemy ships. After the route is opened, travel to the world is unimpeded, unless it is blocked again due to a plot-related event. The player may also gain new Gummi Ships from completing routes, which is also a new feature from the first game.

One of the new features is a meter known as the "Drive Gauge". The Drive Gauge has dual functions: to transform Sora into a "Drive Form" or to summon a special character. While in a Drive Form, Sora bonds with party members to become more powerful and acquire different attributes; all but two Forms also allow the use of two Keyblades. When a Drive is executed, Sora's combat statistics are heightened. Drive Forms also give Sora new abilities that can be used in normal form, called "Growth Abilities." Sora's first two Drive Forms only combine power with one party member; later-obtained Drive Forms require him to bond with both party members. When allies are used in a Drive, they are temporarily removed from battle for its duration. Unlike the HP and MP gauges, the Drive Gauge is not refilled at save points.

Like in the first game, Sora can summon a Disney character to aid him in battle. Summons will replace the two computer-controlled characters and fight alongside Sora for as long as the Drive Gauge allows, or until Sora's HP runs out. Instead of being limited to only one action, Summons now have a menu of their own and are capable of performing solo or cooperative actions with Sora. These actions are performed by pressing the triangle button. The Summon ability and each Drive Form are leveled up separately and by different criteria; obtaining higher levels allows for extended use and in the case of Drive Forms, access to new abilities.

Development plans for Kingdom Hearts II began around the completion of Kingdom Hearts Final Mix, but specific details were undecided until July 2003. Nomura noted several obstacles to clear before devel-

opment could begin on a sequel. One such obstacle was the development team's desire to showcase Mickey Mouse more, which required Disney's approval. The game was developed by Square Enix's Product Development Division-1, with most of the original staff from the first game. The game was originally supposed to have been released after Kingdom Hearts. Nomura had planned for the sequel to take place a year after the first and originally intended for the events of that year to be left unexplained. To bridge the gap between the two games, Kingdom Hearts: Chain of Memories was developed. To explain the loss of all the abilities from the first game at the beginning of Kingdom Hearts II, Nomura had Sora's memories scrambled in Kingdom Hearts: Chain of Memories.

Many aspects of the gameplay were reworked for this sequel. Some changes were made due to user feedback and others were meant to be included in previous games but were omitted either because of time or technological constraints. The camera was switched to the right analog stick of the DualShock controller instead of the shoulder buttons and the Gummi Ship travel was reworked. The combat system was completely redone and did not use any animations from the first game. Because Sora had matured, Nomura wanted his fighting style to reflect that. Other changes included more integration between exploration and battles. The variations in combat styles associated with each Drive Form and the introduction of the Reaction Command were added to give players more choices in battles. The inclusion of worlds based on live-action Disney films was aided by technology that generated the character models from live-action pictures.

Like the first game, Kingdom Hearts II features music by Yoko Shimomura and Hikaru Utada. The Original Soundtrack for Kingdom Hearts II was composed by Shimomura and released on January 25, 2006. The opening orchestration and ending credits theme were arranged and orchestrated by Kaoru Wada and performed by the Tokyo Philharmonic Orchestra. The main vocal theme for the original Japanese release was "Passion", written and performed by Utada. The English version of "Passion", "Sanctuary", was used in the Western releases. Utada's involvement was announced on July 29, 2005. According to Nomura, the vocal theme ties in even more closely with the game's story than "Hikari" ("Simple and Clean") did with Kingdom Hearts and Kingdom Hearts: Chain of Memories.

Kingdom Hearts II features well-known voice actors for both the Japanese and English versions. Many of the original voice actors from the first Kingdom Hearts reprised their roles; Miyu Irino and Haley Joel Osment as Sora, Mamoru Miyano and David Gallagher as Riku, and Risa Uchida and Hayden Panettiere as Kairi. New voice actors included Kōki Uchiyama and Jesse McCartney as Roxas, Iku Nakahara and Brittany Snow as Naminé, and Genzō Wakayama and Christopher Lee as DiZ. A special effort was made to preserve the official voice actors from

the Disney movies used in Kingdom Hearts II. Many actors reprised their Disney roles for the game, including American actors Ming-Na, James Woods, Pat Morita (in his final voice role before his death), Bruce Boxleitner, and Zach Braff, and Japanese actors Takashi Aoyagi, Kōichi Yamadera, Yū Shimaka, and Hiroshi Fujioka. Some voice actors from the related television series or direct-to-video sequels were chosen over original voice actors where applicable, such as Robert Costanzo as Philoctetes rather than Danny DeVito. Some characters were given new voice actors in the English version; Ansem, Aerith, Leon, Sephiroth and Hercules, who were originally voiced by Billy Zane, Mandy Moore, David Boreanaz, Lance Bass, and Sean Astin respectively in the first game, were voiced by Richard Epcar, Mena Suvari, Doug Erholtz, George Newbern, and Tate Donovan (Hercules' original voice actor), and newcomer Tifa was voiced by Rachael Leigh Cook.

Besides English translation and localization, the international version of Kingdom Hearts II differs from the original Japanese version in the content of gameplay and several scenes. The Hydra boss in the Hercules-themed world Olympus Coliseum had its green blood from the original Japanese version (which was taken from the film) changed into black and purple smoke in the English version. In one cutscene, Hercules fights the Hydra and uses his sword on its head, which eventually releases green blood from its mouth in the Japanese version; this was later changed into drool in the English version. There is also a scene in Disney Castle where, after chasing Donald around for missing a date, Daisy Duck pounds him on the backside in the Japanese version, whereas she merely tells him off inaudibly in the English version.

Xigbar's telescopic sight was changed from a crosshair and black shading around the sides to three glowing circles. An attack animation was also altered; in the Japanese version, Xigbar combines his two hand-held guns to create a sniper rifle, which is used to shoot the player's party during the telescoping sight sequence. In the English version, Xigbar does not combine his guns, but twirls them around and shoots at Sora with a single gun. The death of Organization XIII member Axel was slightly edited; in the original, he bursts into flames during his suicide attack, while in the English version he simply fades away after using up all of his power.

Port Royal, based on Pirates of the Caribbean: The Curse of the Black Pearl, contains the most content edits. Cutscenes were edited to remove some of the violence, such as William Turner threatening to commit suicide while aiming a gun at his neck, as in the film. Unlike the Japanese version, the undead pirates do not catch fire when affected by Fire magic, and their muskets were modified to resemble crossbows, though the crossbows still fire with an audible musket shot sound effect.

Within a week of its Japanese release, Kingdom Hearts II shipped one million copies, selling almost 730,000 copies. The NPD Group reported that Kingdom Hearts II was the highest-selling console game in North America during March 2006 with 614,000 copies. In the month after its release in North America, Kingdom Hearts II sold an estimated one million copies. GameStop listed the game as their best-selling title for the first quarter of 2006. The game was also on IGN's "Top 10 Sellers in 2006". By December 2006, over 3.5 million copies of Kingdom Hearts II had been shipped worldwide with 700,000 in PAL regions, 1.1 million in Japan, and 1.7 million in North America. By March 31, 2007, Square Enix had shipped over 4 million units worldwide.

Kingdom Hearts II received critical acclaim upon release, garnering positive reviews. The game received numerous awards and high ratings among reviews including a Satellite Award in 2006 for "Outstanding Game Based on Existing Medium". It tied with Resident Evil 4 as Famitsu's "Game of the Year" 2005. Famitsu's readers ranked the game 29th on their "All Time Top 100" feature, ten places below Kingdom Hearts. It was ranked number one on IGN's 2006 "Reader's Choice" for PlayStation 2 games. Eurogamer ranked it 34th on their "Top 50 Games of 2006" list. [66] Video game magazine Electronic Gaming Monthly awarded it "Best Sequel" of 2006, and Game Informer listed it among the "Top 50 games of 2006". VideoGamer.com featured it 10th in their article "Top 10: Role playing games". GamePro named it the 25th best RPG title of all time. Kingdom Hearts II also received a near-perfect score, 39/40, from the Japanese gaming magazine Famitsu.

Critics commended many aspects of the game. GameSpy praised the quality of the voice acting and cited the graphics as *"on par with the best of Square's productions to date."* They also commented on the realistic and accurate character models for the characters from Pirates of the Caribbean. IGN rated the graphics a 9/10 and stated that the *"worlds look very much like their filmed counterparts."* Japanese gaming site Gpara.com also praised the look of the worlds. G4 awarded Kingdom Hearts II "Best Voice Over" and "Best Soundtrack" in their 2006 G-Phoria awards show.

Like its predecessors, the gameplay received mixed reviews. Many compliments were directed at the new camera controls and combat interactions between party members. GamePro stated that the beginning was *"sluggishly slow"*, but praised the action-oriented combat. GameSpot said that the fixed camera system and new gameplay dynamics improved the experience, but they felt the game was far too easy and that there was too much button-mashing. IGN also commented on the button-mashing aspect of the gameplay and criticized the party member's artificial intelligence, citing it as *"absolutely terrible"*, but praised the story, presentation, and new battle features. Gpara.com had positive comments about the ease of combo attacks and complimented the steady pacing of the story and gameplay.

In the credits of HD 1.5 Remix, clips of Kingdom Hearts II Final Mix were shown, hinting at its inclusion in another collection. On October 14, 2013, Square Enix announced Kingdom Hearts HD 2.5 Remix, a second compilation exclusively for the PlayStation 3 after HD 1.5 Remix, that includes both Kingdom Hearts II Final Mix and Kingdom Hearts Birth by Sleep Final Mix in HD and trophy support. Additionally, the collection includes HD cinematic scenes from Kingdom Hearts Re:coded.

Kingdom Hearts II: Final Mix

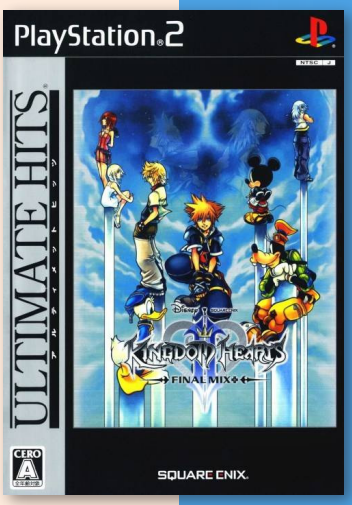
9.4

Developer	Square Enix
Publisher	Square Enix
Release date	(jp) March 29, 2007
Genre	Action role-playing
Mode	1 Player

Because the first game was re-released, there was speculation whether Tetsuya Nomura would do the same with Kingdom Hearts II. In a Weekly Shōnen Jump interview with Nomura, he expressed interest in a possible international version of Kingdom Hearts II, although there were no definite plans. He said that should a *"Final Mix"* version arise, he had a *"trump card"* in mind, with such features as the Mushroom Heartless found in the first Kingdom Hearts game. In September 2006, Square Enix announced Kingdom Hearts II Final Mix, featuring new scenes and gameplay elements. Like the first re-release, this version would combine English audio with Japanese text and also use the "Sanctuary" theme song instead of "Passion". New cutscenes, however, used Japanese voice acting, as they mostly featured Organization XIII members from Kingdom Hearts: Chain of Memories who did not yet have English voice actors; these scenes were later re-dubbed into English for the HD 2.5 Remix release.

Kingdom Hearts II was re-released in Japan on March 29, 2007 as a 2-disc set titled Kingdom Hearts II Final Mix+. The first disc contains Kingdom Hearts II Final Mix with a new secret movie and additional battles and items. The second disc contains Kingdom Hearts Re:Chain of Memories, the 3D PlayStation 2 remake of Kingdom Hearts: Chain of Memories with extra scenes and voice acting. The battle system maintains the card gameplay, with the addition of Reaction Commands from Kingdom Hearts II. Like the first game's Final Mix, the two games serve as a canonical update to the series. The book Kingdom Hearts -Another Report- was included along with the game for those who reserved a copy. Based on Amazon.com figures, Final Mix+ was the number one PlayStation 2 game in sales during the week of its release in Japan. Nomura cited the presence of Kingdom Hearts Re:Chain of Memories to explain why Kingdom Hearts II Final Mix+ was so popular. Nevertheless, in a Famitsu poll in July 2011, Kingdom Hearts II Final Mix was voted the most popular entry so far.

Ultimate Hits



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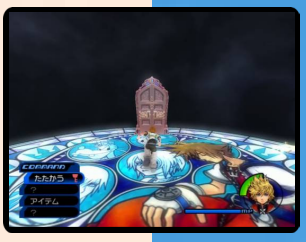


8.2

Kiniro no Corda 2

Premium Box

Koei the Best

J

Developer	Ruby Party
Publisher	Koei
Release date	(jp) March 15, 2007
Genre	Role-playing, Visual Novel
Mode	1 Player

Kiniro no Corda 2 (金色のコルダ2, officially called La Corda d'oro 2) is the direct sequel to Kiniro no Corda. Many of the game mechanics introduced in this title remained as the backbone for other Corda titles. Its general system is used with a few alterations in MISS PRINCESS: Miss Puri! and Geten no Hana.

The game is set in Seiso Academy: The annual spring concour was a resounding success, and the Fata- faded from the contestants' view. Five months later, the concour contestants somehow reunite with Lili. Although the students continue to celebrate music through concerts, his powers are strangely weakening. The cause is later revealed to be a permanent split of Seiso's dual curriculum by dividing the academy into two different schools. The protagonist can no longer use the magic violin's magic, but she is determined to keep playing it to help prove the value found in Seiso's current system.

After the naming process for the protagonist is completed, the player can alter the game's difficulty. Easy and Normal are given by default. Their first free song can be selected during the introduction sequence. The player can move the protagonist anywhere on the bird's eye map once the story exposition, time constraints, and requirements for each of the four concerts are explained. Movement acts in the same manner as the previous title, and more locations become available as concerts are completed. Menu BGM and GUI alterations occur for each concert.

Each concert presents the goal of mastering song(s) and gathering an audience. Mastery of one song within the music genres —Elegant (清麗), Radiant (彩華), Melancholy (愁情) — is often a mandatory challenge that must be met; otherwise, the player is free to choose whatever song their ensemble(s) can acquire and practice. The visuals for performances have been revised and still do not require player input. They can be watched or skipped.

Concert performances have a simplified evaluation score from C (lowest) ~ SSS (best), the number of Bravo Points (BP) rewarded is decided by the grade. Whether the player decides to meet objectives before each deadline is left to their discretion, yet it will be harder to advance the main narrative with low grades.

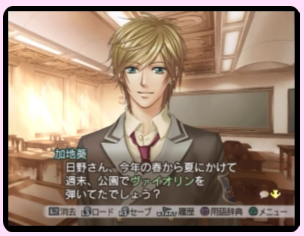
Protagonist parameters have been reduced to: Technique (技術), Accumulated Bravo Points (BP), and Audience Members (聴衆). She no longer needs to specialize in a particular genre in order to play a song, merely be at the proper Technique level. Experience is still gained through practice, but only with the solo and duo options. The protagonist often gains optimum knowledge by herself. She may possibly gain BP, music partners (music curriculum students), and/or ticket holders for the concert (general education students) if she impresses her listeners.

Lili's new Fata Shop supplies the protagonist's every need. Items for hastening the practice process, formal wear for the concert, presents, and additional music compositions can be bought

with BP. Formal wear is minimized to a colored dress, and it no longer affects the outcome of the concert's grade. The player is given a white dress as her default color; other colored dresses are optional purchases. If the player purchases several items, Lili gives a random consumable practice item as a grateful extra. Ensembles must be formed in order to be able to entertain at concerts. To create an ensemble, the protagonist must find a piece to practice within her current Technique level. Once she has gathered willing players for each necessary instrument, she can assign an ensemble. Members must try to master the score individually. Their average expertise is recommended to be at least 70~80 points before attempting a group session. Ensembles have an individual parameter for its mastery called "Perfection" (完成度). Ideally, ensembles should try to reach the default maximum Perfection before a concert.

As ensemble members practice, their opinions may conflict and lead them to refuse to play together. The protagonist must then act as a mediator by privately practicing (two duo practices total) with conflicting members. Solving arguments adds 10 points to the ensemble's Perfection parameter. Bonuses can stack if the protagonist ends multiple disagreements, and it is possible to boost maximum capacity to 140 Perfection. Exceptional ensemble sessions can be used to attract audience members and BP with a wider range than solo practicing.

Weekends offer a single practice session per day with substantial character boost(s). Ensemble practice is not an option, but the protagonist can use the time for solo or duo outings with one of the main characters. BP cannot be earned on these days. It is recommended to buy items at the Fata Shop before practice to make the best of these days.



Every main male character except for Kira can be romanced. Fuyumi is the only female character to have an ending with the protagonist. Non ensemble members only have the "Intimacy" parameter. Possible ensemble members have two parameters which can alter their attitude towards the protagonist: Intimacy and "Assessment". The first attribute is their fondness for her, and the second represents their impression of her as a musician. Each character has their established means of increasing the Assessment stat which is listed within their profile information.

In-game hints for triggering a character's events are included within each character's profile. Should these conditions be met in time, the player can fill a character's "Romance Stage" (恋愛段階,). Each character with an ending has four hearts, one before each concert. Hints will additionally inform the player if they have failed to meet the requirements for viewing an event. Even with these hints, events for ensemble members can still be missed if the player fails to meet the additional Assessment requirements. As long as their Romance Stages are successfully passed, however, the player can view their ending and final romance events.

Good endings unlock a special staff roll with a montage dedicated to the key character. An abridged version of their character image song plays during their movie.

Since the first Corda was dedicated to the romance of music, the main goal for this title is to express "the power of friendship and trust" which can be found in music. Ruby Party members specifically state the invisible chains which bind people together (絆, kizuna) is a metaphor for the "corda" (string) for an stringed instrument. Developers sought to appease written fan requests by simplifying the difficult learning curve.

"koei.wikia.com"

Kiniro no Corda 2 encore

6.6

Premium Box

Developer	Ruby Party
Publisher	Koei
Release date	(jp) September 20, 2007
Genre	Role-playing, Visual Novel
Mode	1 Player

Kiniro no Corda 2 encore is the direct sequel to Kiniro no Corda 2. Like other Neoromancefan disc games, the scenario is new but drastically shorter than its base.

In this game, Seiso Academy has been saved from separation, and the protagonist has matured into a skilled musician from her experience. Three weeks after Christmas, the protagonist is called to the principal's office. She is suddenly dubbed as the conmiss (コンミス), or the concertmistress and the student representative for Seiso's first public concour. Her task is to prove Seiso's worth again to the skeptic education board by forming an orchestra consisting of high school students.

The base gameplay remains the same with the following changes.

The entire game is two concerts long. Between these two deadlines, the player is required to work on forming an orchestra. Conditions vary on the difficulty of the composition, but multiple practice sessions will be dedicated to recruiting members of the musical student body.

Main characters can help with ensembles for concerts, but they cannot be used for the orchestra. Whatever piece the player chooses at the beginning is played as the game's ending credits. Visuals change for each song.

The protagonist can finally practice with Ousaki for duo practice.

Every main character except for Amou has two new "Romance Stages" (恋愛段階) in the game. Kira has a romance route. Five new images are added to each character's gallery.

New outfits are given to the main cast. Color preferences for the protagonist's dress have changed.

Kiniro no Corda 2 save data rewards players with the opportunity to continue from one of the male high school student's romance endings. Choosing to start the game with this option has the protagonist already be the girlfriend of the selected character. Their romance route will have a completely different scenario prepared.

"koei.wikia.com"

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2.4

Kiniro no Corda 3

Developer	Ruby Party
Publisher	Koei
Release date	(jp) February 25, 2010
Genre	Role-playing, Visual Novel
Mode	1 Player

Premium Box

Premium Box

Kiniro no Corda 3 (金色のコルダ3, officially called La Corda d'oro 3) is the third numbered installment of the Corda series. It was first announced to the public during Koei's presentation for new titles at Tokyo Game Show 2009.

The story begins on July 13, 2011, eight years after the White Day orchestra. The protagonist is an aspiring violinist who learns the limits of only playing at her country home. In order to improve herself, she decides to follow the footsteps of her childhood friend by moving to Yokohama and transferring to Seiso Academy for its high school summer semester. After she proves her worth to the sceptical student body, she is selected to be a member of the school's ensemble for the 42nd national high school tournament.

Kiniro no Corda 3 has a different visual style than its predecessors and includes a different city map. It reuses the second game's system. Tournament requirements (i.e. story objectives) are mandatory. If the player fails to meet them, they will need to restart their game from an earlier save. Failing to have a backup slot may require the player to restart their entire game. They will be unable to progress with the main story and/or character routes until they are met.

The main narrative will force the player to take mandatory breaks — sometimes without warning, so last minute procrastination is not encouraged.

At the start of the game, the protagonist has three practice sessions each day. She has five once it is summer vacation. Weekends now proceed in the same manner as weekdays.

Ensembles are limited to the main Seiso cast only. No one else can be recruited.

Duo practice sessions with certain characters and song genres may unlock inspirational words for the protagonist's ensemble. This can be added to an ensemble's formation to increase its maximum "Perfection" (完成度) capacity.

Perfection is needed to unlock a new game feature for stage performances called "Maestro Field".

Fans are not required for a successful tournament performance. They can reward items if they are impressed enough to reach maximum Intimacy (50).

Fata Shop's function is replaced by a Music Store (music scores and items) and Convenience Store (gifts).

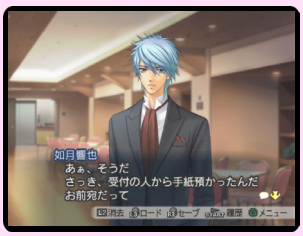
At the start of each day, the protagonist can make lunch from three selectable options. She can invite a character to dine with her if they are free. This replaces the previous Lunchtime format.

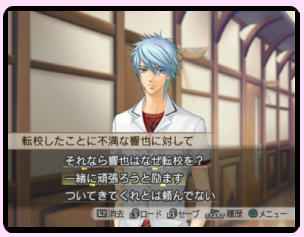
Before the start of each stage performance, the player has the option of altering its difficulty to Easy, Normal, or Hard.

Stage performances from rival schools can be skipped like previous titles, but the protagonist's version has been revamped to require active participation from the player in a rhythm game-like sequence. Music plays and the player must press the corresponding buttons to match one of the three lower

circular icons. If the player matches the button exactly, they receive a “Bravo” score. “Good” means the button is pressed a little early, and “Miss” indicates something that is neglected or a mistaken button press. A character often speaks positive comments when a consecutive chain of “Bravo” or “Good”s are earned. Successful combos build the Appeal Gauge located above the scrolling buttons. Once it peaks, the lead musician can use “Maestro Field”. This effect initiates a character specific movie which negates buttons yet cultimates to a guaranteed substantial boost in Seiso’s favor. During the main story, multiple Maestro Fields can be used.

Twelve characters can be romanced. Unlike previous entries, every image and event can be earned on Easy difficulty. Each character profile gives hints for when the player has succeeded or failed their events. As before, multiple character events can be seen in a day, and most events cannot be triggered past a certain date.

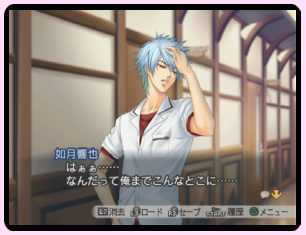


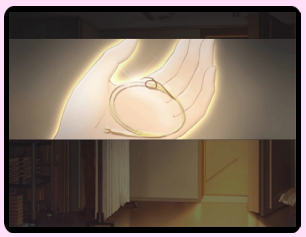


Masako Otsuka composed the music. Yuki Kure is the character designer and main illustrator. The miniature versions of characters seen in select merchandise were illustrated by Kazuo Funaki.

The Premium Box includes an illustration book, and a CD compilation of tournament music with voiced character introductions. These extras are in the larger Treasure Box edition with an original drama CD, Seiso Academy name tags, a leather organizer with refill pages, and a photo card. Consumers who purchased from Gamecity Shopping receive five fastener charms. The limited Gamecity Set adds an ivory school bag decorated by the miniature versions of the cast.

“koei.wikia.com”





8.0

J

Kinniku Banzuke: Muscle Wars 21

Developer	Konami
Publisher	Konami
Release date	(jp) August 9, 2001
Genre	Sports
Mode	1-2 Players

Kinniku Banzuke - Muscle Wars 21 is the only game released for the Playstation 2 based on the weekly Japanese television program and the premier sports entertainment variety show.

The game has 16 selectable characters (only 8 are avaliable at the beginning) and feature several different sport categories.

Kinnikuman Muscle Grand Prix Max

7.3

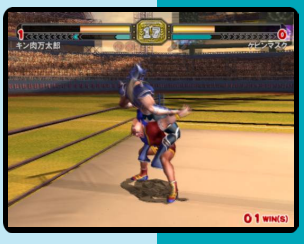
Developer	Aki Corp.
Publisher	Namco Bandai Games
Release date	(jp) July 27, 2006
Genre	Fighting
Mode	1-2 Players

Kinnikuman Muscle Grand Prix Max is based on the manga and anime by the Yudetamago duo. The game includes 33 characters from the anime, including those who appear in the Second Generation (basically, the sons of the main characters). The scenarios and music themes also mirror the anime.

The game is not a traditional wrestling game and feature several strange characters. The special attacks of these characters are a mix of acrobatic and spectacular movements, just like in the anime. There is also a Tension Meter, which will indicate the ideal moment to execute a special attack.

In the game options players have the History Mode (classic mode in which the characters follow the plot of the anime, and also have conversations between them), the Versus Mode and the Stage Mode, where players will have to dispute fights with several kinds of added difficulties and handicaps.

"psxdatacenter.com"



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Kinnikuman Muscle Grand Prix Max 2: Tokumori

8.0

Developer	Aki Corp.
Publisher	Namco Bandai Games
Release date	(jp) September 25, 2008
Genre	Fighting
Mode	1-2 Players

In this game the characters of the first title will be joined by 6 new fighters (Kinnikuman Super Phoenix, Kinnikuman Zebra, Kinnikuman Mariposa, Kinnikuman Big Body, Neptuneman and Big the Budou), thus making 39 in total, in this game which is best described as a 3D wrestling game.

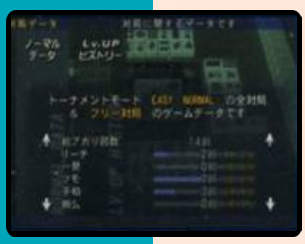
The Story Mode takes its framework from the "Survivor Match for the Kinniku Throne" story arc where Kinnikuman and friends battled five "destined" champions to establish his right to the throne.

As a bonus for fans, Bandai included the Famicom Disk System game Kinnikuman: Muscle Tag Match (1985) and Kinnikuman: Kinniku Ookurai Soudatsusen (1987) so the players can see how they wrestled back in the day. A second bonus on the game disc is an Artwork Gallery which contains 450 illustrations of Kinnikuman and friends.

J

Kiwame Mahjong DXII

8.8



Developer	Athena
Publisher	Athena
Release date	(jp) December 18, 2003
Genre	Board
Mode	1 Player

DXII The 4th MONDO21Cup Competition is, as the title implies, a mahjong game released on the Gamecube and PlayStation 2. The game features a progression system as well as cameos of pro mahjong players. The game also rewards players not just for winning, but for making good decisions in certain situations (like a bad or good discard or call). So, even if players don't end up winning, they still get some feedback on the decisions they make. It has an XP system that gives players more features and unlockables as they level up. It also punishes players for making bad decisions (with less XP gained at the end of the match).

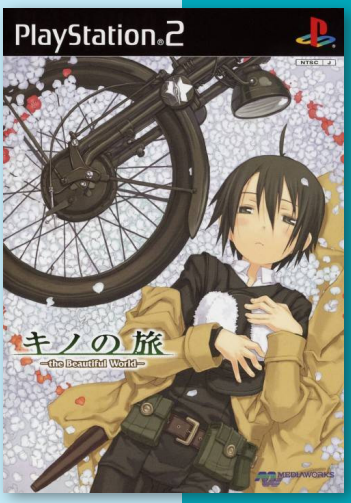
"u/chairbendr@reddit.com"

J

Kino no Tabi: The Beautiful World

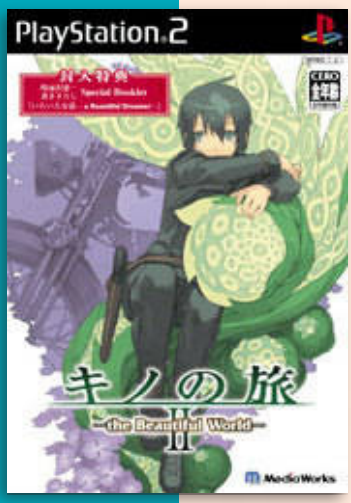
Developer	Media Works
Publisher	Media Works
Release date	(jp) July 17, 2003
Genre	Visual novel
Mode	1 Player

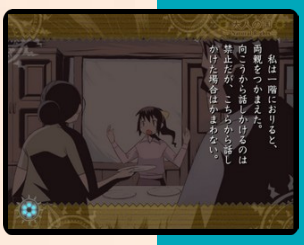
This was the first visual novel in the Kino no Tabi series based off the Kino no Tabi novel . The story is drawn from chapters from volumes one, two, three, five and six. An original story has also been written specifically for the game. The story follows the travels of a young adventurer named Kino as well as Kino's traveling companion - a talking motorcycle named Hermes.



Kino no Tabi II: The Beautiful World

8.1





Developer	Media Works
Publisher	Media Works
Release date	(jp) December 1, 2005
Genre	Visual novel
Mode	1 Player

Part two of the game series tells the story from the perspective of newcomer Sei. Journeying with his sidekick Jan, Sei hopes to encounter the mysterious mushroom. The game's adventure mode includes animated stills, text and full voice, recreating ten chapters of the novel, complete with branching selection points. Also included are three mini games.

The Keihin Kyuukou: Train Simulator Real

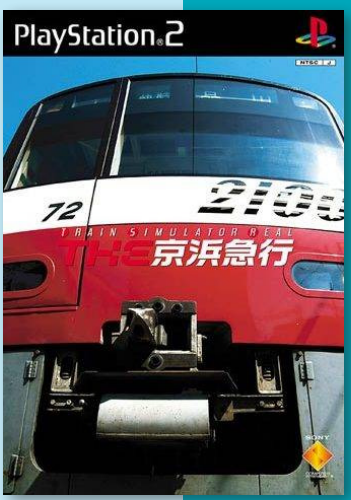
8.2

Developer	Ongakukan
Publisher	SCEI
Release date	(jp) October 31, 2002
Genre	Simulation
Mode	1 Player

The game includes all train types including the Type 1000. Players can also choose their favorite carts and link them together for the game. The distinctive motor sound is also worthy of note.

Lines included are: Keihin Express Railway Main Line, Misakiguichi - Shinagawa and Kurihama Line, Haneda Airport - Keikyu Kamata.

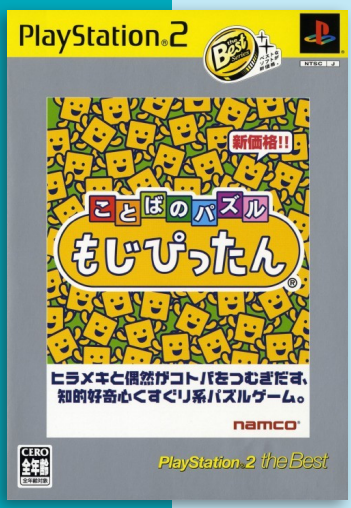
"ign.com"



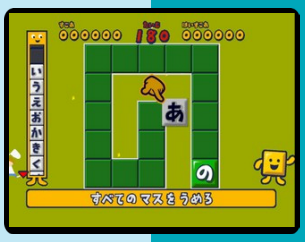
Kotoba no Puzzle: Mojipittan

7.6

PlayStation2 the Best



Developer	Namco
Publisher	Namco
Release date	(jp) January 9, 2003
Genre	Puzzle
Mode	1-2 Players



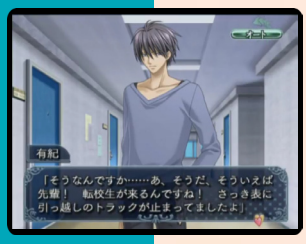
Kotoba no Puzzle: Mojipittan is part of a series of Japanese word puzzle games designed by Hiroyuki Goto and produced by Namco. The series began as an arcade game but since then has been made available for several different consoles. Due to the game's use of hiragana, Mojipittan has never been released outside Japan.

Mojipittan is similar in play to the word game Scrabble. The player uses tiles with hiragana to build words. The player may take turns against the computer or a human opponent or play by their self. Unlike Scrabble, however, each player may place only one tile per turn as opposed to multiple tiles in the former. Tiles must be placed next to any other tile on the board, space permitting, but at least one word must be formed with each tile placed; as long as these conditions are met, a tile may be placed anywhere on the board, even if not all of the other tiles a new tile is connected to form new words. A major difference in how the game plays in contrast with Scrabble is that words do not need to be isolated.

J

Kohitsuji Hokaku Keakaku! Sweet Boys Life

8.1



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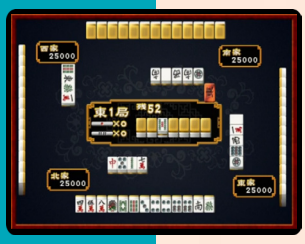
Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) November 24, 2006
Genre	Visual novel
Mode	1 Player

Players take the role of Yuki Sakurano, a freshman in high school. He's a gentle boy who rooms with his best friend and sometimes boyfriend Kaede, but high school has introduced him to the temping world of boys. He can choose to stick with Kaede, or go after upperclassmen, mischievous twins, or even the chemistry teacher. He has to deal with school problems, like tests, pranks, and a ghost along the way. If the player get a boy to love him by the cultural fest they get a romantic epilogue.

"liannesan@my-neoromance.com"

8.2

Kou Rate Ura Mahjong Retsuden Mukoubuchi: Goburei, Last desu ne



Developer	Pi Arts
Publisher	Pi Arts
Release date	(jp) October 25, 2007
Genre	Board
Mode	1 Player

Kou Rate Ura Mahjong Retsuden Mukoubuchi: Goburei, Last desu ne is a story driven mahjong game based on a manga. In the scenario mode players take the role of Yasunaga.

The game was developed and published by Pi Arts, which was released in Japan in 2007.

J

Konneko: Keep a Memory Green

6.3

Developer	Yeti
Publisher	Yeti
Release date	(jp) October 27, 2005
Genre	Visual novel
Mode	1 Player

This PS2 love sim features character design by Mikeou and features a special artwork book. Players control Yuu, an average Tarou Tanaka high school student. The game begins when Touka, a young girl who had been living with his family, gets released from a hospital. He get the chance to meet her after a two year absence, and also end up meeting a number of other girls.

J

7.4

Kita e. Diamond Dust Volume Summer

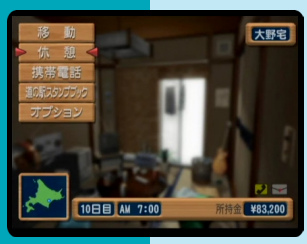
Developer	Red 5 Software
Publisher	Hudson
Release date	(jp) October 30, 2003
Genre	Visual novel
Mode	1 Player

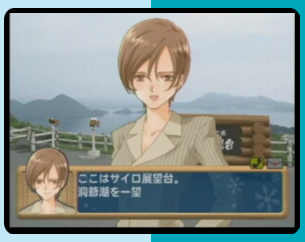
Kita e (北へ。, “northward”) is a Japanese game series, set in Hokkaidō. Billed as a travel communication game, the PS2 adventure takes players to 300 different places in the north of Japan. Players can converse with girls via an advanced multiple-choice-based communication system, take in the scenery, and try to find love and happiness. The game features character designs by NOCCHI.

J

Kita e Diamond Dust+ Kiss is Beginning

8.4





Developer	Red 5 Software
Publisher	Hudson
Release date	(jp) October 28, 2004
Genre	Visual novel
Mode	1 Player

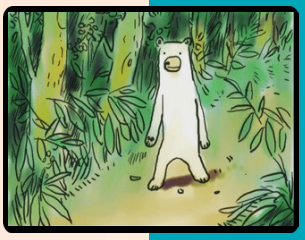
Taking place directly after the events of the first Kita He: Diamond Dust, the sequel ships the protagonist to Hokkaido for a continuation of potential love. Over the period of seven summer days, players interact and commingle with the girls in order to get to know them better.

A new conversation system is introduced in DD+ called the Communication Break System where conversations may go off in tangents (as they do in real-life) if the player interjects when keywords are spoken by the girl. New conversations may then lead to alternate events which draw the couple closer together or at least more congenial towards each other. Like previous Kita He games, photographs of actual locations in Hokkaido are used for the backgrounds as the protagonist roams the city in search of true love.

"psxdatacenter.com"

Kuma Uta

7.5



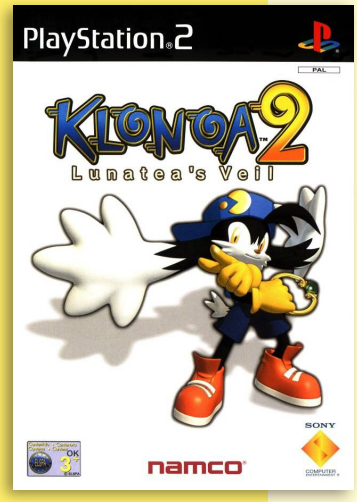
Developer	MuuMuu
Publisher	SCEI
Release date	(jp) November 20, 2003
Genre	Music
Mode	1 Player

In Kuma Uta (literally "Bear Song"), a polar bear from outer space lands on earth, and the player must write music for him to sing. The bear asks the players multiple questions, and comes up with lyrics based on the answers. The song that he composed can then be edited by choosing the lyrics among a selection of phrases. The bear then sings the song in enka, a traditional Japanese type of singing. Unlike the rhythm-based titles from Sega, there's not much of a game in Kuma Uta – players just help write songs, listen to them, and hope they had all of the right ingredients for a chart-topper.

Songs could be downloaded from the net, or composed by the player in kana, kanji, and romaji.

9.1

Klonoa 2: Lunatea's Veil



J N P

Developer	Namco
Publisher	Namco, (eu) SCEE
Release date	(jp) March 22, 2001
Genre	Action-platformer
Mode	1 Player

Klonoa 2: Lunatea's Veil is the direct sequel to 1997's Klonoa: Door to Phantomile released for the PlayStation.

The game puts players in the role of Klonoa, who, along with a new cast of friends, has stumbled into another adventure, this time to save the world of Lunatea and help unveil the mysteries of the enchanted world.

The gameplay of Klonoa 2: Lunatea's Veil is comparable to its predecessor Klonoa: Door to Phantomile, consisting of standard platforming stages and boss battles, as well as board-riding stages. After a specific point in the game, the player has the option of choosing which stage, or "Vision", to play on the game's world map. For most of the game, the player is restricted to a side-scrolling 2D path in a 3D environment, with the ability to move left, right, up, or down. The player can also turn toward or away from the screen to interact with or throw things at objects in the foreground or background. In the standard stages the goal is to reach the end of level by means of using the enemies to overcome obstacles and solve puzzles. Klonoa has a limited amount of health in the form of hearts, which is reduced when coming in contact with enemies and certain obstacles.

In addition to being able to jump, Klonoa can shoot enemies with his signature "Wind Bullet" using the ring he carries. Once Klonoa has shot an enemy with a Wind Bullet, the player can throw it or use it to double jump by tossing the enemy towards the ground after jumping. There are also special kinds of enemies that are required for progressing through each Vision. These include the enemies called "Boomies," which will explode after a certain amount of time and must be used to break certain barricades; "Likuries," which absorb the enemies they are thrown at, resulting in them changing color from which point the player can use them to break crystals of the matching color; "Erbils" that give Klonoa the ability to jump higher than normal; and "Kitons," enemies the player can use to fly for a short time. There are also jet-like enemies and large cannons that rocket Klonoa towards distant parts of a Vision. Additionally, there is a feature that lets a friend use a second controller to make the character Popka give Klonoa an extra boost while jumping. Other than that, however, there is no multiplayer mode in this game. Board-riding stages put Klonoa on a fixed, continuously-moving path towards the end goal. Boss battles normally consists of grabbing enemies or objects to throw at the boss until its health depletes.

In each Vision, there are a number of items for Klonoa to collect. For example, Hearts will refill Klonoa's health and Alarm Clocks serve as a checkpoint in the event the player dies. Each Vision, aside from boss battles, contains at least 150 "Dream Stones" scattered around. The item called the "Mirror Spirit" temporarily makes each stone worth double its original value. Every Vision also contains six star-like items called "Moon Stones." Collecting 150 Dream

Stones for a Vision will unlock a picture in the game's "Scrapbook," while collecting six Moon Stones earns the player a "Momett Doll," used to unlock other in-game features.

A port for the Nintendo GameCube was announced, but cancelled. It was stated by Hideo Yoshizawa, the executive producer and director of the Klonoa series, that if the Wii release of Klonoa: Door to Phantomile was received well, he would likely make a Wii version of Lunatea's Veil too.

Klonoa 2: Lunatea's Veil was well-received from most game critics. At Metacritic, the game received an average score of 91, based on 18 reviews, which indicates "universal acclaim".

GamePro gave it an acclaimed review, awarding it five out of five, saying *"A prime lesson on simple yet addictive gameplay with awe-inspiring visuals-a blend that no gamer should miss."* Benjamin Galway from GameSpy gave the game a positive review, saying *"While the story isn't quite as moving as the original, Klonoa 2 has a wonderful mix of action, great control, nice challenge [...], and just beautiful presentation."* IGN's David Smith gave the game a positive review, saying *"With the aid of PS2 graphics, not only is Klonoa the star of a superior platformer, he's the star of one of the most beautiful games available."* GameZone too gave it a positive review, saying that this game is a certain game that would make you *"smile."* GameSpot gave it a positive review, saying *"Because of its airtight gameplay, awesome visuals, and great soundtrack, Klonoa 2 is an almost perfect platform game [...] almost."*

Although the game was well-received from many game critics, the commercial success lacked. Klonoa 2: Lunatea's Veil sold 133,401 copies in Japan during 2001, making it the 85th best-selling game of the year.

Famitsu reported that the game sold 33,785 copies during its first week of release in that region. Klonoa 2, along with Moto GP 4 and Seven: Molmorth no Kiheitai, were expected to sell a combined 900,000 copies during the release quarter, but only managed to sell 290,000 units together. Lunatea's Veil was re-released in Japan on June 27, 2002 as part of Sony's The Best range of budget titles.

Lunatea's Veil won GameSpy's PlayStation 2 "Platform Game of the Year" in 2004 and was later named the 20th best PlayStation 2 game by the website. Gaming Age also named it the best platformer in its "Best of 2001 Awards". The game was nominated for Best Platformer in GameSpot's "Best and Worst of 2004". It was called the tenth best PlayStation 2 game for the system's first year by IGN. In 2004, staff of IGN also included it as "one of twelve games you've probably never played, but should."

6.8

Korokke! Ban-Ou no Kiki o Sukue

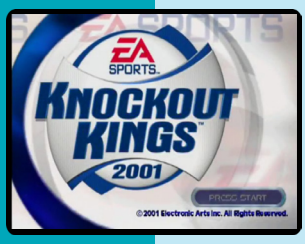
Developer	Konami
Publisher	Konami
Release date	(jp) July 8, 2004
Genre	Action-platformer
Mode	1-2 Players

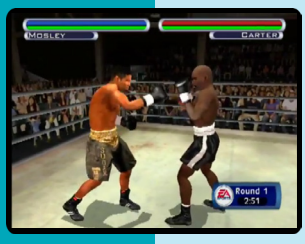
Korokke! Ban-Ō no Kiki o Sukue (コロッケ! バン王の危機を救え) is an action game released in 2004 by Konami for the PlayStation 2 and GameCube. The game was released only in Japan. It is based on the manga Croket! by Manavu Kashimoto.

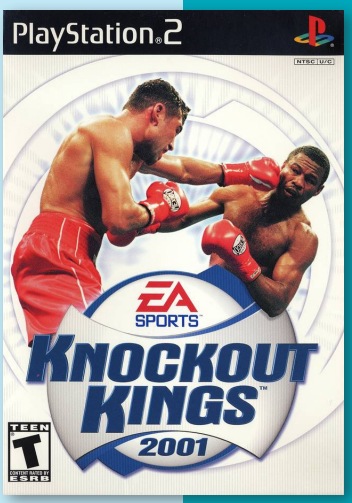
J

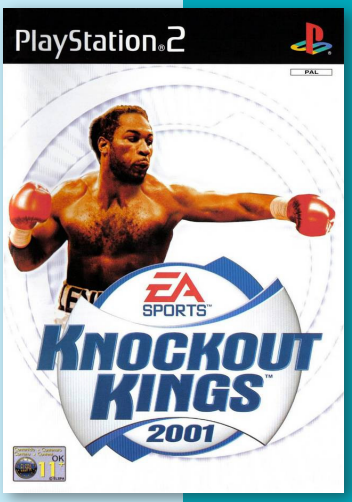
8.1

Knockout Kings 2001









Developer	Black Ops Entertainment
Publisher	EA Sports, (eu) EA, (jp) Electronic Arts Victor
Release date	(us) February 5, 2001
Genre	Sports
Mode	1-2 Players

Knockout Kings 2001 is part of a series of boxing games produced by EA Sports for various platforms yearly between 1998 and 2003.

Knockout Kings 2001 contains the same improvements as the PlayStation game, Knockout Kings 2000, and adds more. Whereas fighters in KO Kings and KO Kings 2000 are either "boxer" or "slugger" style fighters, the styles of fighters in KO Kings 2001 are either "boxer", "slugger", "freestyle", or "crab", and these differences of style are very noticeable during bouts. Commentary in KO Kings 2001 is also far more vocal than its predecessors. During Career Mode, the trainer will occasionally talk and give players advice in between rounds as they progress through the bout. A fighter in Career Mode is made to retire after winning the title and defending it for several times.

KO Kings 2001 is also the first game of the series to introduce CPU vs CPU bouts and "fantasy match-ups" between famous boxers of different eras, and the first to introduce women's boxing, which is accessible in Exhibition Mode. The PS and PS2 versions of Knockout Kings 2001 are virtually identical.

In Japan, Famitsu gave the PS2 version a score of 30 out of 40.

J N P

Kowloon Youma Gakuenki

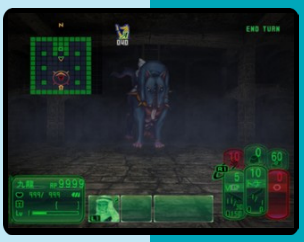
6.8

Deluxe Pack

Developer	Shout!Designworks Co., Ltd..
Publisher	Atlus
Release date	(jp) September 16, 2004
Genre	Adventure, Role-playing
Mode	1 Player

The year is 2004, and players take the role of an exchange student who arrives at the Kamiyoshi School in Shinjuku District in Tokyo. In fact, although he came there to study, he are more interested in another treasure hunting. That is precisely what players do when they have time - descend into ancient ruins and unravel their mysteries. But it seems he came to the right place. The place on which the school building stands is surrounded by legends, and soon he find a secret passage that leads to ruins. But he'll need the co-operation of his schoolmates to have success.

Kowloon Yōma Gakuen Ki (which can be translated as Chronicles of Kowloon Demon School) is a hybrid game that has elements of various genres - most notably RPG, Japanese and Western-style adventure. The entire game is viewed from first-person perspective. Moving through 3D dungeons, players can examine and manipulate items, which is required to solve puzzles, in a Western adventure fashion. The Japanese-style adventure element is notable in conversations with the characters, which follow the pattern of a dating simulation - players responses influence their relationship with characters. In dungeons there are also enemies to fight. The battles are strategic, resembling those of Fallout.



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8.1

Kowloon Youma Gakuenki Recharge

J

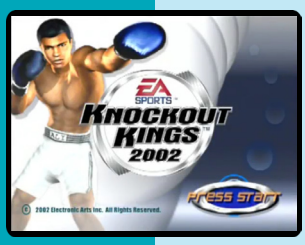
Developer	Shout!Designworks Co., Ltd..
Publisher	Atlus
Release date	(jp) September 28, 2006
Genre	Adventure, Role-playing
Mode	1 Player

Kuryuu Youma Gakuenki Recharge is a updated version of Kuryuu Youma Gakuenki. The game was developed by Killaware and published by Atlus, which was released in Japan in 2006.

The Re:charge version features free movement at night in the adventure part, a new underground dungeon called Labyrinth of butterfly, new weapons, items and levelled up players.

Knockout Kings 2002

7.6



J N P

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) March 4, 2002
Genre	Sports
Mode	1-2 Players

Knockout Kings 2002 changes many concepts of its predecessors, e.g. players have to progress through a number of bouts in order to unlock new fighters.

Players can choose to fight as a bunch of different real life boxers, such as Muhammad Ali, Evander Holyfield, Trinidad, Lewis and De La Hoya, or they can create a custom boxer and play through a career mode. In addition to Career, players can play in Exhibition or Tournament mode.

The game features an improved control scheme which results in faster and more accurate control. It also features Judge Mills Lane, the judge of the daytime TV court show of the same name, as one of the referees.

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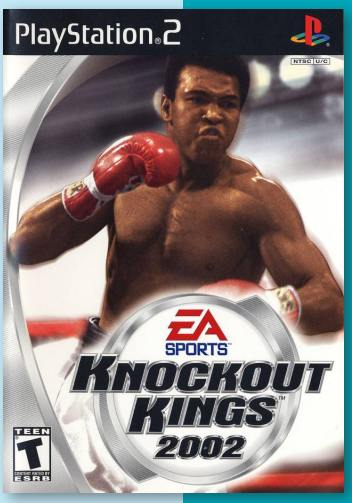

Knight Rider: The Game

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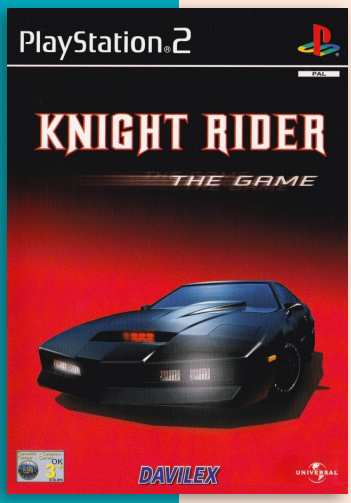

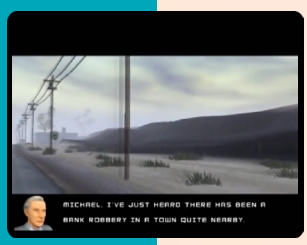

Developer	Davilex
Publisher	Davilex
Release date	(eu) November 22, 2002
Genre	Racing, Action
Mode	1 Player

The game based on the famous TV series Knight Rider starring David Hasselhoff, which aired from 1982 to 1986 in the US.

In the game, the player takes control over the Knight Industries Two Thousand, better known as KITT, a high-tech, fully computerised car. Together with Michael Knight, players have to fight crime in 10 missions and 15 races.

Many original ideas from the TV series have been included in the game. KITT, Michael, Bonnie and Devon are all in the game, as are the evil Garth and KARR. The player can also use various original functions of the car, like Turbo Boost, Super Pursuit Mode, Ski Mode or the famous Scanner, whose sound everyone should recognise.

The game can only be played in campaign mode, where KITT and Michael have to solve a mysterious case, starting out as a simple bank robbery.

"mobygames.com"

P

Knight Rider 2

7.0

Developer	Davilex
Publisher	Koch Media
Release date	(eu) November 5, 2004
Genre	Racing, Action
Mode	1 Player

In the sequel to Knight Rider: The Game, Michael and KITT are targeted by a missile attack while driving back to the foundation. They barely survive and set up a meeting with the base. On their way home however, they notice unusual black marks in demolished villages, and decide to investigate.

All missions have the player control KITT, who has now been equipped with three weapons: a lock-on laser, a plasma gun, and missiles. There is also turbo boost to jump over obstacles, micro jam to scan items and recharge, the ski mode to drive on two wheels through narrow passages, super pursuit mode for faster speed, and a shield to block incoming attacks. When damaged or running low on energy, certain functions are disabled.

The different missions are linked by sequences where the story is further explained using the in-game engine. Many familiar characters from the tv series make an appearance, such as Bonnie, Devon, Garth and KARR. Missions either focus on racing or exploration. In the first type, the player mainly evades attacks while racing on a highway. The latter has the player drive inside closed areas, maneuvering through passages and fighting robots. There are also a few puzzle elements where the player has to locate terminals, shoot an object in the environment, or find enemies' weaknesses. When a stunt is performed, the action slows down and the camera switches to a spectacular angle.

Next to the main story mode, the individual missions can be replayed in the mission mode. The player can also unlock TV scenes, view background information about the series, or do a quiz.

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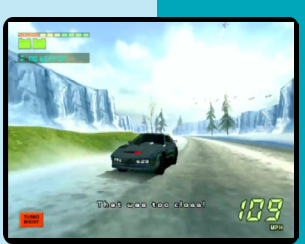
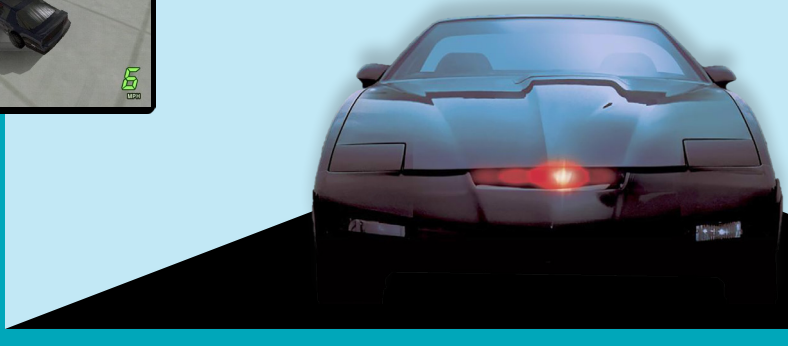




9.3

Koihime + Musou: Doki! Shoujo Darake no Sangokushi Engi

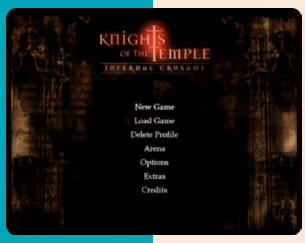
J

Developer	Yeti
Publisher	Yeti
Release date	(jp) November 20, 2008
Genre	Visual novel
Mode	1 Player

Koihime Musō: Doki Otome Darake no Sangokushi Engi is part of the Japanese adult visual novels and strategy series of games based on the classic Chinese novel Romance of the Three Kingdoms. The gameplay follows a linear plot line, which offers pre-determined scenarios and courses of interaction, and focuses on the appeal of the female main characters.

6.7

Knights of the Temple: Infernal Crusade



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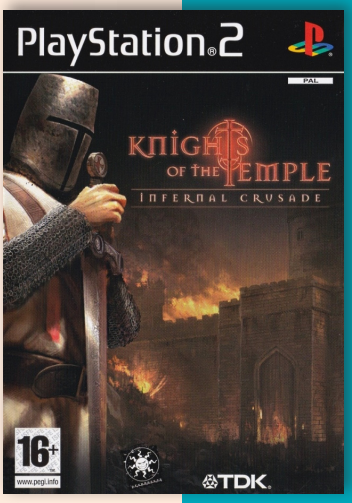
Developer	Starbreeze
Publisher	TDK Mediactive
Release date	(eu) June 4, 2004
Genre	Action-adventure
Mode	1-2 Players

Knights of the Temple: Infernal Crusade is an action-adventure game only released in Europe.

The player character Paul is a Templar knight on his first Crusade, to stop the end of the world by fighting his way through the sombre gloom of European monasteries and villages to the colourful bazaars and powerful bastions of the crusader castles under the blazing sun of the Holy Land and by entering the realms of hell and face his worst nightmares.

Knights of the Temple is a dynamic camera third-person hack and slash game set in the medieval times. Players take hold of various medieval weapons from axe, mace, sword, to mastering archery. These weapons have their own combos, damage, and attack speed with various Divine Powers and Special Attacks. Using the bow will let players play in first-person. Right from the first hack, relentless batches of enemies has to be dispatched with ever increasing degrees of stylish violence, doors to be unlocked, keys to be found and the occasional puzzle to be solved.

The levels feature a regular addition of new weapons and new moves, as well as the occasional puzzle and boss to fight along the way.



Knights of the Temple II

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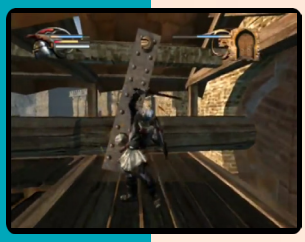
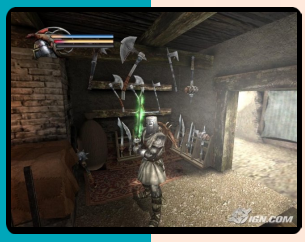
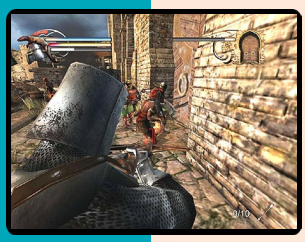






Developer	Cauldron Ltd.
Publisher	TDK Mediactive
Release date	(eu) October 24, 2005
Genre	Action-adventure
Mode	1 Player

Knights of the Temple II is set twenty years after Paul closed the Gate to Hell and defeated the evil Bishop. During the time then, he and Adelle fell in love but she was corrupted by a demon from Hell during his fight with the evil bishop. He then realises that his visions tell him about something evil that is coming, so he sets out on a journey to find the answers to his questions. His travels lead him to the Byzantine city of Sirmium, the pirate city Ylgar and the Saracen port Yusra.

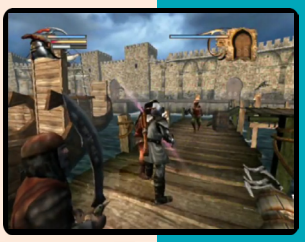
Paul must find three artifacts - The Eye, The Weapon and The Rune to close the Gate to Hell. Each artifact is hidden in a different city. On his journey he must fight Undead, Daemonic creatures, Saracen armies, and even his own kind, before his final battle with the Devil himself. Only through blood can he meet his fate at the very doorstep to Hell.

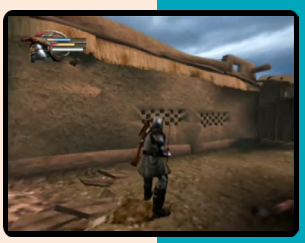
The game is a 3D third-person action game with RPG elements. Gameplay consists of completing quests through travelling in the various locations in the game or battling your way through enemy men and monsters.

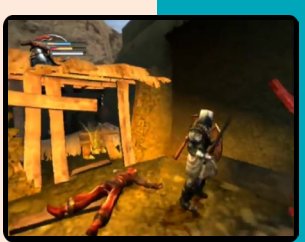
The storyline for one is non-linear. At the start of the game players can choose one out of three locations to visit. Advancing in the game will unlock new locations. Each location is either a city or town where players can advance in the primary mission, obtain sub-quests, trade, meet people, etc. or it could be a dungeon type location crawling with monsters. Often its a little combination of both.

Most of the gameplay (when not exploring cities) revolve around combat and character development. Combat consists of 3D third-person perspective point of view where players can attack enemies using various skills, abilities and attack combo's. Each of which can be upgraded at any point of the game by spending experience points to the pointed skill, ability or combo.

During the course of the game, players can obtain additional weapons and armor (as well as other items), either from the course of a sub-quest or purchasing it from a local trader.







Koufuku Sousakan

7.9

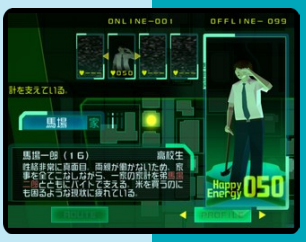
Developer	SCEI
Publisher	SCEI
Release date	(jp) April 15, 2004
Genre	Simulation
Mode	1 Player

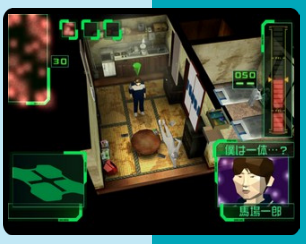
The game is set in the year 21XX, and a remarkable piece of technology known as “CLOVER” allows people to transfer their consciousness into a computer system and live their lives in an advanced virtual world. 100 people are selected to test out the system and be evaluated. Unfortunately, an unexpected malfunction occurs and traps the users inside CLOVER. As the manager of the project, it’s the players job to make sure the people inside lead a decent, unaffected life and work toward the goal of freeing them from their cybernetic prison. This includes getting them to communicate and establish good relationships as well.

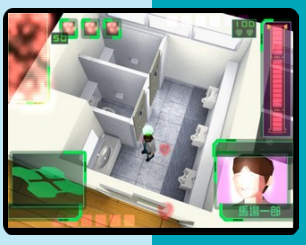
Players begin by choosing one out of the 100 virtual citizens and follow them through a day in their lives (around 20 minutes game time). The O button is the main tool in Koufuku Sousakan, as it will help the subjects out of tricky situations. When interacting with another person, a heart may appear over a subject. Mashing the O button enough will allow players to capture the heart and improve the person’s mood. Hearts are stored in individual “tanks,” and if a skull appears it has the ability to suck hearts away unless, again, players hit the O button repeatedly. The more hearts that are saved per person, the more happiness is shared and the better a chance for freedom.

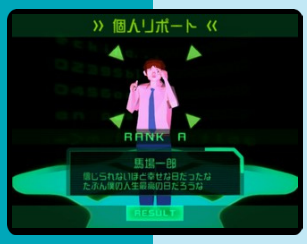
The enemy in Koufuku Sousakan is the mysterious 101st subject, a bearded rasta-like guy who is intent on messing up the players progress and appears each time a person stores 71 or more hearts. He challenges players with minigames. Players duel with him on a special grid stage where the object is to hit him as he bounces around while making sure to protect the subjects that randomly appear on the board. Defeat him and players get to keep their hearts and go on playing.

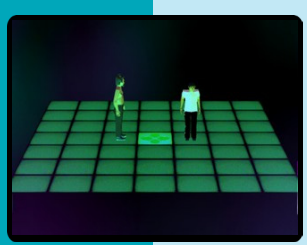
“Ray Barnholt@crunkgames.com”











Konjiki no Gashbell!! Go! Go! Mamono Fight!!

5.8

Developer	Eighting
Publisher	Bandai
Release date	(jp) December 15, 2005
Genre	Fighting
Mode	1-2 (4) Players

The game is a fighting game similar to Super Smash Bros. with four-player multiplayer, as well as few other video games like Konjiki no Gash Bell!! Unare! Yūjō no Zakeru Dream Tag Tournament.

The game modes include: Demonic Horror Mode, Versus Mode, Story Mode and Card Gallery

"zatchbell.wikia.com"

J

Konjiki no Gashbell: Yuujou Tag Battle

6.3

Developer	Bandai
Publisher	Bandai
Release date	(jp) March 25, 2004
Genre	Action-adventure
Mode	1-2 Players

Konjiki no Gash Bell!! Yūjō Tag Battle is a 3D fighting gamei. This is the first game in the Yūjō Tag Battle series, where Zatch Bell! Mamodo Battles is part of.

The game was later updated on the Nintendo GameCube as Konjiki no Gash Bell!! Yūjō Tag Battle Full Power, which included a few teams from the first movie.

J

Komorebi no Namikimichi: Utsurikawaru Kisetsu no Chuu de

8.6

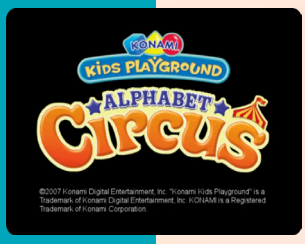
Developer	F&C
Publisher	GN Software
Release date	(jp) July 29, 2004
Genre	Visual novel
Mode	1 Player

Komorebi no Namikimichi: Utsurikawaru Kisetsu no Chuu de, published by GN Software and released in Japan in 2004, is a visual novel where the player, as Koichi, dates different people while searching for eternal love.

J

Konami Kids Playground: Alphabet Circus

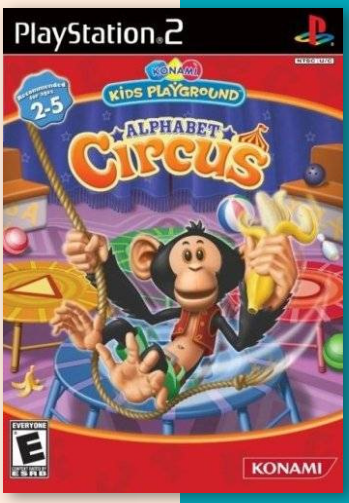
7.0



Developer	ImaginEngine
Publisher	Konami
Release date	(us) September 11, 2007
Genre	Mini-games
Mode	1 Player

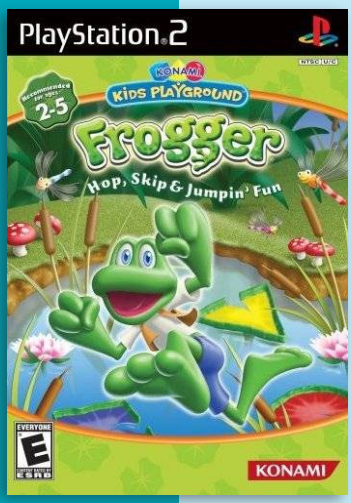
The game is part of a series of games designed for the pre-K market. The series offers children a way to learn important basics like numbers and letters, colors and shapes while also promoting a healthy, active lifestyle. The games are compatible with a dance mat controller.

Alphabet Circus teaches kids letters and simple spelling lessons in a circus setting.



Konami Kids Playground: Frogger Hop, Skip & Jumpin' Fun

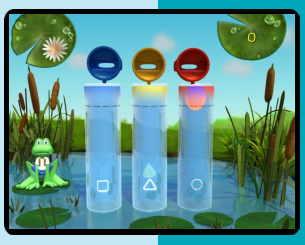
7.0



Developer	ImaginEngine
Publisher	Konami
Release date	(us) September 11, 2007
Genre	Mini-games
Mode	1 Player

Frogger Hop, Skip & Jumpin' Fun allows kids to play around in an world based on the classic Frogger franchise. Apart from the other games in the series, this is a little bit more straight action oriented, meaning that while players still see games where they have to run along a path or hop from one thing to the next, the actual educational involvement is light.

"ign.com"

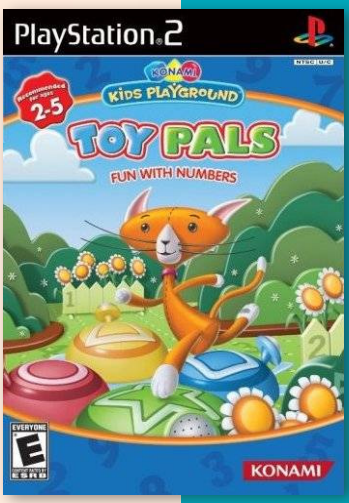


Konami Kids Playground: Toy Pals Fun with Numbers

7.0

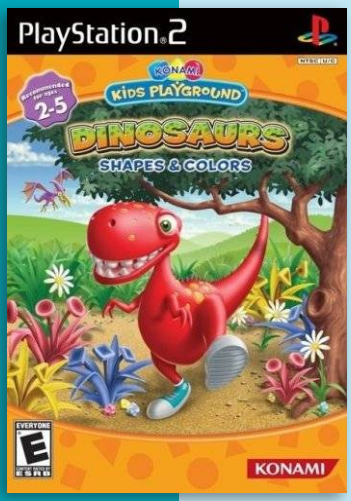
Developer	ImaginEngine
Publisher	Konami
Release date	(us) September 11, 2007
Genre	Mini-games
Mode	1 Player

Toy Pals' focus is geared toward numerals. The actual educational involvement sticks to teaching kids things like what numbers are and even basic arithmetic.



Konami Kids Playground: Dinosaurs - Shapes & Colors

7.0



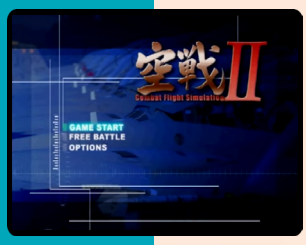
Developer	ImaginEngine
Publisher	Konami
Release date	(us) September 11, 2007
Genre	Mini-games
Mode	1 Player

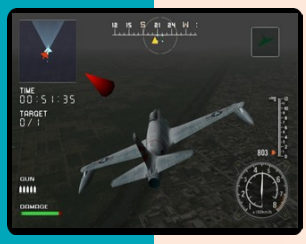
Another game in the Konami Kids Playground series. The game feature a dozen or so mini-games, first introduce kids to simple timing (with a jumping game that uses all the buttons), color matching and a light cardio workout. From there, the nine other games are broken down into three separate categories. The game is geared toward shapes and colors, meaning that while players still see games where they have to run along a path or hop from one thing to the next, the actual educational involvement sticks to teaching kids things like the PlayStation controller's shapes and identifying the primary hues.

"ign.com"

Kuusen II

7.8



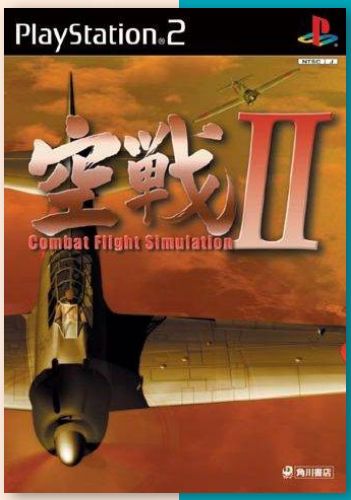


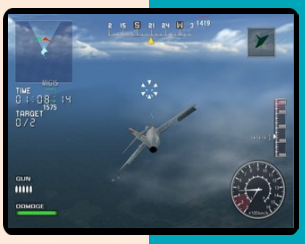
Developer	Opera House
Publisher	Kadokawa
Release date	(jp) February 11, 2004
Genre	Action, Simulation
Mode	1 Player

Kuusen II is the sequel to Iron Aces 2: Birds of Prey. Players can pilot up to 70 different planes including vintage WW2 craft such as the fearsome Zero with a maximum speed of 351 mph and sharp turning capability, the Grumman F6F Hellcat, Messerschmitt Bf 109, and the Boeing B29 Super Fortress which was used to bomb Japanese cities during the war. The Enola Gay which dropped the "Little Boy" A-bomb on Hiroshima was a B29 bomber. Post-WW2 planes may also be piloted such as the MiG-19 and the A-10.

The game features new missions set in the thick of World War II, better graphics, an improved radar function, as well as better control mechanics. The developers used photographs of real planes to design more realistic textures and make sure everything looks as authentic as possible. The game also features experimental aircraft and stealth bombers.

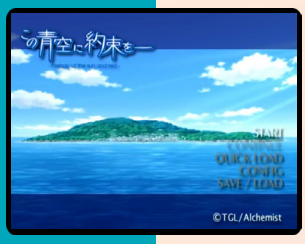
"psxdatacenter.com"





Kono Aozora ni Yakusoku o: Melody of the Sun and Sea

8.6



J

Developer	Alchemist
Publisher	Alchemist
Release date	(jp) May 31, 2007
Genre	Visual novel
Mode	1 Player

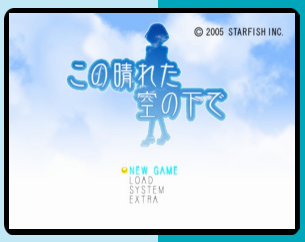
The game is split into three, a prologue in the beginning and two other parts. The first part is split between two acts, spring and summer. Based on what a particular heroine feels for the protagonist, the game will proceed towards a heroine's particular route in the second part at the end of the summer.

Kono Haretasora no Shita de

8.6

Developer	Starfish
Publisher	Starfish
Release date	(jp) March 31, 2005
Genre	Visual novel
Mode	1 Player

Kono Hareta Sora no Shita de is a Japanese-style sci-fi visual novel. The player takes the part of insurance investigator Reiichi Kuroha, who along with his partner and a representative from Biowell, must investigate the circumstances surrounding the mysterious Mimic suicide. The game consists primarily of written text with accompanying still images, and there are occasional choices that will cause the story to branch.



J

Kouenji Joshi Soccer

6.6

J

Developer	Starfish
Publisher	Starfish
Release date	(jp) April 13, 2006
Genre	Visual novel
Mode	1 Player

Kouenji Joshi Soccer is a combination soccer and love simulation. Players take charge of an all-girls soccer team and attempt to break down the teacher-student barrier. At each day's practice, players work to earn the trust and confidence of the team members. The soccer matches are played by selecting commands.

The limited edition package includes the game, a booklet and an original soundtrack CD.

Koisuru Otome to Shugo no Tate: The Shield of AIGIS

9.6

Developer	Alchemist
Publisher	Alchemist
Release date	(jp) November 20, 2008
Genre	Visual novel
Mode	1 Player

In the game, Shuuji, code name Shield Nine, is a secret agent who works with the bodyguard department of Aigis security. He's a competent spy who has worked on many protection jobs in the past. However, his latest job is to infiltrate the St. Theresia Private Catholic Girls School to work as a bodyguard to two girls from rich families there. This, of course, means that Shuuji will have to dress as a girl for this mission to succeed and since he gets really embarrassed around girls, this is his first major problem.

"psxdatacenter.com"

J

Kuon

5.7

J N P

Developer	From Software
Publisher	From Software, (us) Agetec, (eu) Nobilis
Release date	(jp) April 1, 2004
Genre	Survival horror
Mode	1 Player

Kuon (久遠, Eternity) is a survival horror based on an ancient type of Japanese horror story called a kwaidan. The game is set in a mansion in Kyoto during the Heian Period of Japan.

In Kuon, the player moves their character by tilting the analog stick in any direction. Players can also make their character move faster by running; however, this both drains the character's health and attracts any nearby enemies. Players can use meditation to restore their character's health, as well as use herbal medicines and holy water containers from the menu.

There are two types of attacks in Kuon: physical attacks and magical attacks. Physical attacks are performed with the character's weapon, be it a knife, a fan, or a spear. Magic is divided into two types, attack and summon, both of which are performed with magic cards. Attack spells include various fire- and ice-based spells. Summoned beings perform a variety of tasks, from attacking creatures for players to trapping them and causing a one-hit kill. Players may also summon creatures to serve as bodyguards as well.

7.9

Konohana 2: Todoke Kanai Requiem

J

Developer	Vridge
Publisher	Success
Release date	(jp) May 30, 2002
Genre	Visual novel
Mode	1 Player

This murder mystery adventure game plays as a typical visual novel with ability to view past dialogues, fast skip through them or use auto-play feature. The game feature Meguru Momoi, the second-year student at Konohana high-school who returns in another murder mystery adventure. He gained status of recognition after the infamous Grim Reaper murder mystery in the original game. Everything's back to normal, or so everybody thought, until one morning on their way to school, Meguru Momoi and his partner, Miako Tachibana, arrive only to see police cordoning the area of what appears to be a murder case. Thus they end up entangled in yet another series of murders case.

Konohana 3: Itsuwari no Kage no Mukou ni

8.5

Developer	Vridge
Publisher	Success
Release date	(jp) May 1, 2003
Genre	Visual novel
Mode	1 Player

Meguru Momoi and Miako Tachibana are back in their third murder-mystery adventure game, Itsuwari no Kage no Mukou ni (Eng. "Beyond the Shadow of Lies"). The story picks up lightly with Meguru and Miako bickering about. After some computer chatting, Miako arranged to go with Meguru and Shinobu to a Water Island amusement park. There, they would also meet up with some other friends and acquaintances. Time went by as they were checking all kinds of interesting places at the amusement park, until they entered the house of horror attraction. One of the people among them was found killed in a haunted house and everyone's a suspect. It is up to Meguru and Miako to once again put their minds to the task of solving the murder mystery and finding the culprit.

J

Konohana 4: Yami wo Harau Inori

8.1

Developer	Vridge
Publisher	Success
Release date	(jp) September 9, 2004
Genre	Visual novel
Mode	1 Player

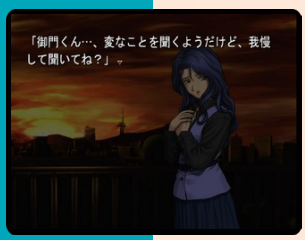
Meguru Momoi and Miako Tachibana are back in their fourth murder-mystery adventure, along with Shinobu Sakurada. As they were taking a shinkansen (a bullet train) on their way to an excursion trip to Kyoto, they heard a scream only to stumble upon a murder scene.

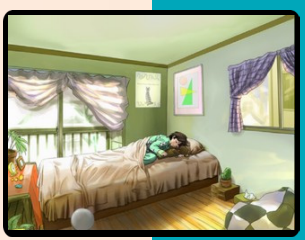
While visual novel in every sense of the way, this mystery adventure game features many choices which occur very often and lead to dozens of different endings. As such, the game is short and constantly changes locations and characters you talk to rather than using long dialogues and descriptions on every location. The game also features unlockable CG artwork and background music.

"mobygames.com"

Kuon no Kizuna: Sairinsho

8.7





Developer	Fog
Publisher	Fog
Release date	(jp) July 18, 2002
Genre	Visual novel
Mode	1 Player

The story of Kuon no Kizuna - Sairinshou starts out from the perspective of a high school student. One day a transfer student comes to his school, and tells him she'll kill him. At the same time, he starts having weird dreams and people mysteriously starts getting killed in his city. Soon he realizes that them two are incarnated personalities of a man and a goddess that fell in love thousand years ago. Since then, they have been trapped in a cycle of reincarnation and a battle against an evil god.

The game is a first person text adventure game in which the player can only choose between different answers to make the story advance.

Kuon no Kizuna was also released for the Dreamcast, Playstation and PSP consoles.

"psxdatacenter.com"

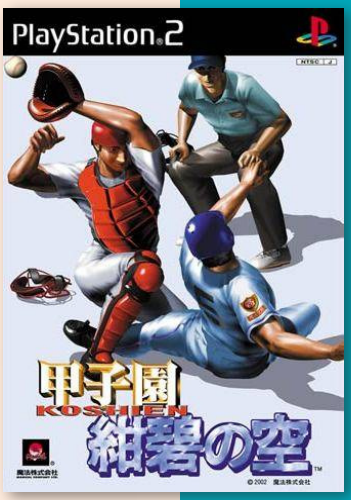
Koushien: Konpeki no Sora

8.5

Developer	Magical Company (Mahou)
Publisher	Magical Company (Mahou)
Release date	(jp) February 14, 2002
Genre	Sports
Mode	1-2 Players

Kōshien: Konpeki no Sora was the final game in the Koushien series of High school baseball-themed games (excluding the mobile phone version released in 2005).

Players take the role of a manager. The game feature the stats of 4210 schools nationwide from 2002.



Kousoku Tanigawa Shogi

8.6

Developer	Seta Corporation
Publisher	Seta Corporation
Release date	(jp) February 22, 2001
Genre	Board
Mode	1-2 Players

Kousoku Tanigawa Shogi has the recommendation from the Japanese Shogi Federation. Tanigawa Koji Kudan teaches the player the rules of shogi.

Players have to win against 13 students, and 30 shuffle shogi dojo modes created by Tanigawa Kuzu.

Kujibiki Unbalance

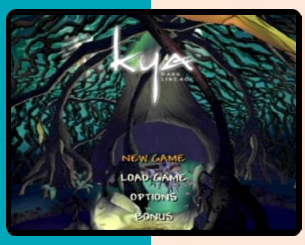
8.0

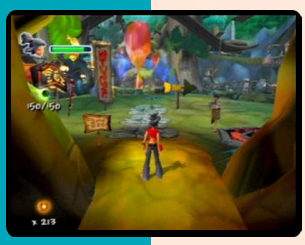
Developer	Shade
Publisher	Marvelous
Release date	(jp) January 25, 2007
Genre	Beat'em up, Adventure
Mode	1 Player

Kujibiki Unbalance: Kaichou Onegai Smash Fight: is a beat'em up based on the 2006 anime series. The gameplay is similar to the Chocobo Dungeon games where each mission takes places in a dungeon in which the map is created as the player is walking around. In each dungeon players has to find the key while defeating enemies along with his two female partners. At the end of the floors there is a boss battle.

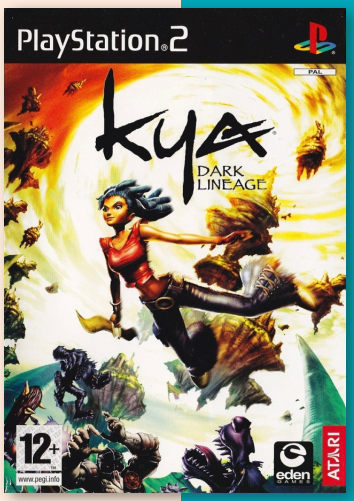
Kya: Dark Lineage

6.9





Developer	Eden Studios
Publisher	Atari
Release date	(us) November 18, 2003
Genre	Action-adventure
Mode	1 Player



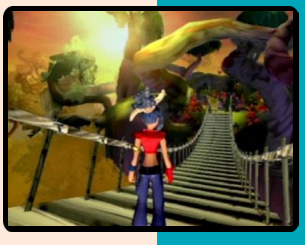
Kya: Dark Lineage (also known as Kya: Fury of Brazul in some countries) is a third-person action-adventure.

Though initially set in the present, Kya: Dark Lineage throws the title character and her half-brother Frank into a strange new world. Kya finds herself separated from her brother, with the burden of protecting a friendly tribe of creatures called the Nativs from the predations of the evil overlord Brazul and his minions, the Wolfen.

Kya: Dark Lineage is an action adventure game. Players control Kya and need to explore the colorful world she's arrived in. This strange world consists of various floating islands with many tunnels, platforms, dangerous life forms, and other obstacles. Powerful winds blow around many areas, and players often need to use the winds to their advantage by floating in them through tunnels, over gaps or slowing their descent in a free fall. There is some puzzle solving as well; players need to locate objects to use, hop on various platforms, buy items in the Nativ city, and more to reach new areas.

Players also need to fight, as the Wolfen are numerous and can found guarding many areas players need to get through. Kya can fight with her fists as well as items that can be acquired (such as various boomies, or boomerangs, and fighting bracelets). After defeating a Wolfen, Kya can use a magic spell to transform it back to its Nativ form which will then return back to the Nativ city. Upon returning to the city, many of the Nativs will then open up a shop; as new shops are opened, Kya will have the opportunity to buy new items and power ups to help on her quest. Alternatively, some Nativs may instead build a challenge in the city instead of opening a shop. Players can earn money by betting and completing challenge objectives (or simply practice a challenge).

Kya: Dark Lineage received mixed reviews. While well received by some (including GameSpot and PSM) it was critically panned by several major publications, including Electronic Gaming Monthly and Official U.S. PlayStation Magazine.



5.3

Kyo Kara Maoh! Hajimari no Tabi

J

Developer	Namco
Publisher	Namco
Release date	(jp) July 27, 2006
Genre	Action-adventure
Mode	1 Player

Kyo Kara Maoh! Hajimari no Tabi is an adventure RPG by Namco Bandai. The adventure part is the usual visual novel style with different choices. The RPG part is the classic turn based RPG with choices of different attacks, defend, etc.

The limited edition box included a drama cd and a booklet with an original story by Takabayashi Tomo.

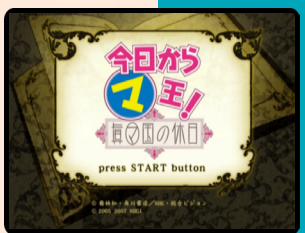
Kyo Kara Maoh! Shin Makoku no Kyuujitsu

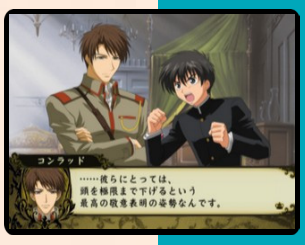
6.5

Developer	Namco Bandai Games
Publisher	Namco Bandai Games
Release date	(jp) September 27, 2007
Genre	Adventure
Mode	1 Player

This game picks up where the anime has left off. After Yuuri interrupted the the ambitious moves of the human states against the demon country by sealing all four magical boxes, peace was achieved. But only for short while.

The limited edition box included two figures, a script book and a drama CD.

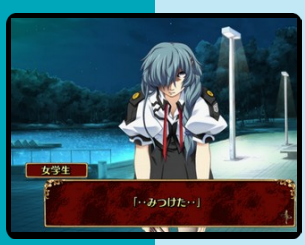




J

Kyuuketsu Kitan Moonties

6.1



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Developer	Interchannel
Publisher	Interchannel
Release date	(jp) February 28, 2008
Genre	Visual novel
Mode	1 Player

Kyuuketsu Kitan Moonties, known as Draculius on Windows, begins when Ogishima Jun, the male protagonist, suddenly finds himself face to face with a childlike maid who introduces herself as Elshlant D. Annoyance. The encounter quickly brings two monumental facts to life: the first is unequivocal proof that vampires exist; the second is revelation of Jun being the sole heir of a royal linage that rules over them.

Kyuuketsu Hime Yui: Senyasyo

7.2

Developer	GeneX
Publisher	GeneX
Release date	(jp) March 27, 2003
Genre	Adventure
Mode	1 Player

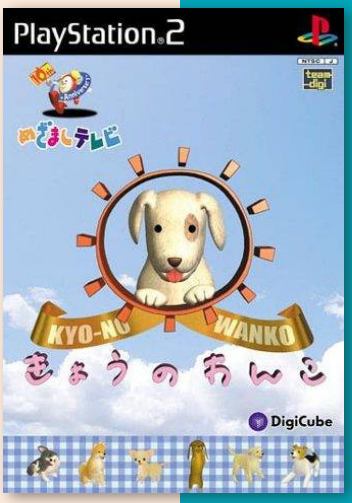
Kyuuketsu Hime Yui Senyasyo is a visual novel based on the Vampire Princess Yui manga. In the game the player can choose between four different main female characters (only two of them are available at the beginning of the game), the game have a Life bar that will decrease depending of the player choices during the game. The game features different endings depending of the player choices during the game.

Kyo-no Wanko

Developer	Infinity
Publisher	DigiCube
Release date	(jp) July 24, 2003
Genre	Simulation
Mode	1 Player

Mezamashi Telebi 10th Anniversary: Kyo-no Wanko is based on a segment of a Japanese news show. The segment shows interesting dogs in Japan. The game has Fuji TV announcer Yoshihisa Nishiyama as the announcer.

The game is a simulation game where players take care of a dog.



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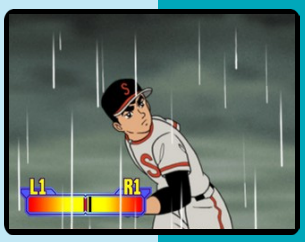
Kyojin no Hoshi

8.4

Developer	Capcom
Publisher	Capcom
Release date	(jp) June 20, 2002
Genre	Action
Mode	1 Player

Capcom's Kyojin no Hoshi (The Anime Super Remix) features an assortment of nine baseball mini-games and 110 cels from the original Kyojin no Hoshi anime. Successful navigation and performance in the mini-games unlock additional mini-games and sets of animation stills. Once all of the games are conquered and all of the animation unlocked, a complete narrated episode of Kyojin no Hoshi may be viewed.



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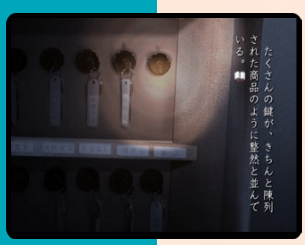
Kyoufu Shinbun (Heisei-Han) Kaiki! Shinrei File

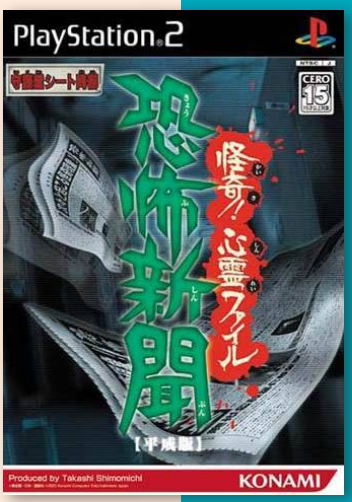
6.0



Developer	KCEJ
Publisher	Konami
Release date	(jp) August 7, 2003
Genre	Adventure
Mode	1 Player

The game is based on Jiro Tsunoda's manga Kyoufu Shinbun about a newspaper which foretells of disasters and murders but shortens the lifespan of anyone who reads it.

The story follows a high schooler who's teachers and friends are all being killed after having read the newspaper, and he takes it upon himself to help put an end to the devastation.



J

fun, anyone?
PlayStation.2
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2.5

L no Kisetsu 2: Invisible Memories

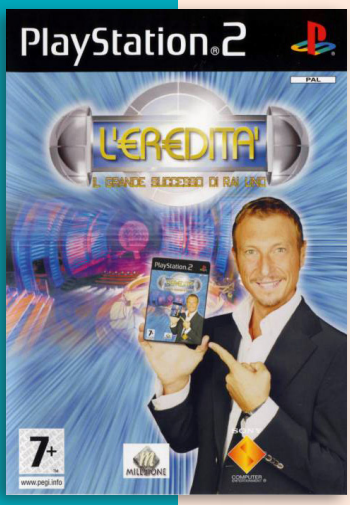
J

Developer	5pb
Publisher	5pb
Release date	(jp) July 3, 2008
Genre	Visual novel
Mode	1 Player

L no Kisetsu 2 - Invisible Memories is the sequel to L no Kisetsu and takes place one year after the first game. As in the first game the game takes place in the real world and in the fantasy world and the game also features different endings depending of the player choices during the game.

"psxdatacenter.com"

L'Eredita



Developer	Milestone S.r.l.
Publisher	Milestone S.r.l.
Release date	(eu) 2003
Genre	Trivia
Mode	1-7 Players

L'Eredita (The inheritance) is based on the Italian Rai 1 game show of the same name. Each episode features seven contestants who compete to win a jackpot by the final of seven rounds, which is called "La ghigliottina" (The Guillotine).

In the game, one to seven players try to answer trivia questions. The game was only released in Italy.

P

7.0

Leaderboard Golf

P

Developer	Aqua Pacific
Publisher	Midas Interactive Entertainment
Release date	(eu) March 31, 2006
Genre	Sports
Mode	1-4 Players

Leaderboard Golf is a typical golf game with courses inspired by the European and US Tour. Included are four different modes of play: quick round, match play, championship mode and practice Mode. It uses the standard Swingometer for the golf swings, where the power and hook/slice is set by the players timing and reaction speed.

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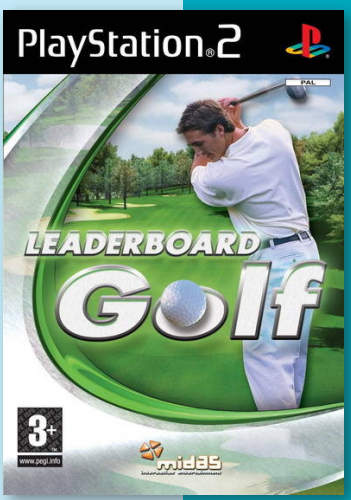


L.A. Rush

5.8

Developer	Midway
Publisher	Midway
Release date	(us) October 11, 2005
Genre	Racing
Mode	1-2 Players

L.A. Rush is the fourth and final instalment in the Rush video game series. The game is free-roaming with races similar to those in Need for Speed: Underground 2. The GPS map can have a point assigned to a certain location and then the point shows up on the radar during gameplay. The game features voice talent from Orlando Jones, Bill Bellamy, Andre 3000 and Twista.

The player character is a street racer in the L.A. underground scene named Trikz, who has a mansion and car collection to back up his sizable reputation. Trikz's lavish lifestyle is put to the test, however, when a local race promoter named Lidell is set to put on a major series of races. Lidell is not particularly fond of Trikz and tries to tip the scales against him by using his connections to rob Trikz of all his rides whilst he was on vacation. It is up to Trikz to reacquire them through street racing and get payback on Lidell.

The game feature a few game modes;

The "battle" race mode lets players go head-to-head with each other in a power-up-propelled race to the finish. This mode was also featured in the home version of Rush 2049.

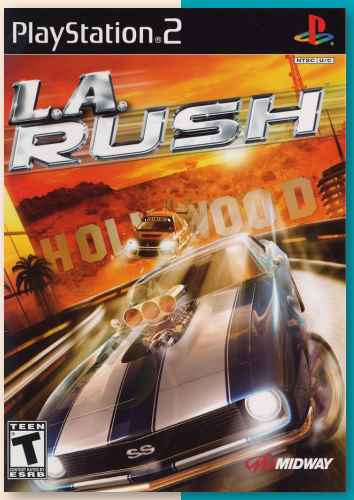
The "stunt arena" mode lets the player launch their car off ramps and fly through the air and performing different tricks. In order to keep up with points, the player must land their car safely on all four wheels. This feature was missing in L.A. Rush, but was in all other home Rush games. Players can also unlock new cars and customize them in West Coast Customs.

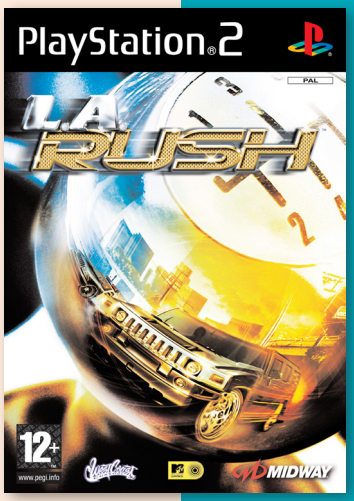
Reacquire Missions let players race to earn respect, street credits, and clues to the whereabouts of their cars.

Retribution Missions let players steal their enemies' prized rides and then-chop them for revenge and extra cash.

Retribution Damage Missions, where players trash an enemy's property.

The game features several licensed cars such as the Nissan Sentra SE-R Spec-V, the Mitsubishi Lancer Evolution VII, Muscle cars, which include the Chevrolet Camaro, and SUVs such as the Dodge Ram.





L2: Love x Loop

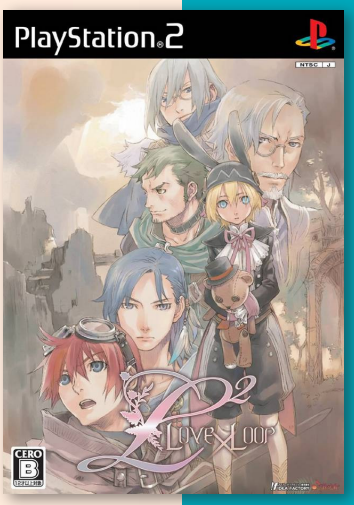
Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) August 20, 2009
Genre	Visual novel
Mode	1 Player

The game is set far in the future where humans were at war with robots and the machines won. The humans hid themselves away from the robots and built villages hidden in the ruins of society.

In this future a normal girl named Nanami has been living a poor but content life with her older sister and her childhood friends. However, on her birthday a tragedy happens. While Nanami is away her village is attacked by robots and her sister is captured. Nanami blames herself, but as if being led by fate she meets a robot called 'Kagome'. He has the power to grant Nanami's wish. The power to grant her wish of 'if only' and return her to the past.

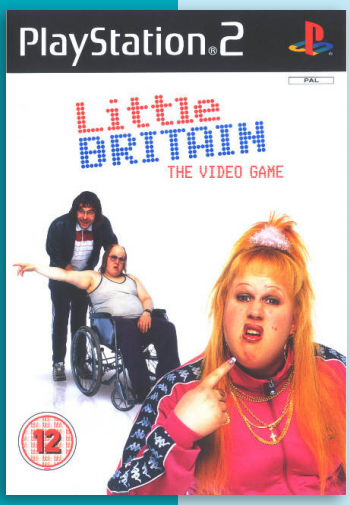
Nanami and Kagome go on a journey in order to change the future of despair into hope.

"vndb.org"



Little Britain: The Video Game

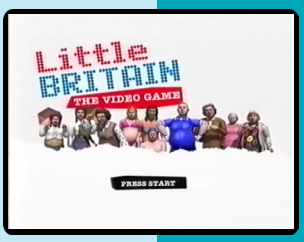
2.2

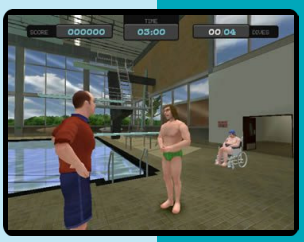


Developer	Revolution Studios
Publisher	Blast! Entertainment Ltd., (au) Mastertronic
Release date	(au) February 1, 2007
Genre	Mini-games
Mode	1 Player

Little Britain: The Video Game is a collection of mini-games by British studios Gamerholix and Gamesauce presented in the format of an episode from the TV show. Players can interact with the sketch show characters in a series of seven mini-games featuring Lou and Andy, Vicky Pollard, Emily and Florence, Marjorie Dawes, Daffyd Thomas, Judy & Maggie and Letty. Each mini game plays like a sketch from the TV show and to win the game, the player must progress through all the sketches to the end of the show, where the credits will roll.

The game was universally panned, holding a 1.6/10 on GameSpot UK based on seven reviews. With a score of 16% on GameRankings, it is the second lowest rated game on the site, surpassed only by Big Rigs: Over the Road Racing.





La Corda d'Oro

4.3

Premium Box

Developer	Koei
Publisher	Koei
Release date	(jp) March 18, 2004
Genre	Visual novel, Simulation
Mode	1 Player

The game is a music-themed romance simulation from Koei. Part of the company's "neo romance" series targeted at female gamers, La Corda d'Oro abandones the fantasy settings of its predecessor and is set in a present day high school.

Players take on the role of a young female student who shows off her violin skills in a music contest. She immediately catches the attention of five boys who play violin, flute, and cello, and forges a musical friendship with them. The goal is to win top prize at a violin concert while developing relationships with the surrounding men in her life. While most of these men are rivals, depending on her musical abilities, their relationship could change to love. Players collect new songs from fairies and practice them to become good, and can then choose which songs to play in order to gain the affection of certain men.

The game is based on the PC version of the same name, but improves over the title with added content, such as new ending movies for each character, new character designs, and more.

The Premium Box features a picture label, a drama CD, a character card x 8, & in a book cover, clear case.

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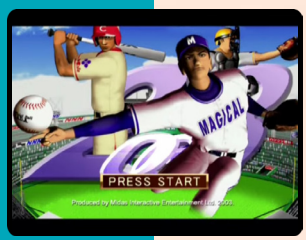
J

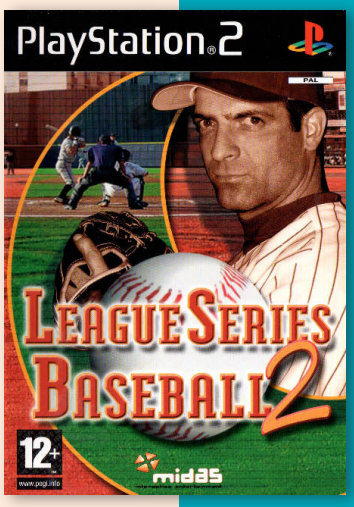
League Series Baseball 2

7.5



Developer	Magical Company (Mahou)
Publisher	Magical Company, (eu) Midas Interactive
Release date	(jp) May 31, 2001
Genre	Sports
Mode	1-2 Players

League Series Baseball 2, released as Magical Sports 2001 Koushien in Japan, offers 4,000 playable teams in all, with each being fully configurable with 800 uniform designs and options. Other features include real-time weather changes, Cup Mode, Ultimate Series Championship, and two-player exhibition. It was released in Europe and Japan only.



J P

7.9

J N P

La Pucelle: Tactics

Developer	Nippon Ichi Software
Publisher	Nippon Ichi Software, (us) Mastiff, (eu) Koei
Release date	(jp) January 31, 2002
Genre	Turn-based strategy, Adventure
Mode	1 Player

La Pucelle: Tactics, released in Japan as La Pucelle: The Legend of the Maiden of Light, is a tactical role-playing game for the PlayStation 2 which was developed by Nippon Ichi Software.

La Pucelle takes place in a kingdom named Paprica. The story centers on a small church, the Church of the Holy Maiden, in the city of Pot a Feu. In addition to the normal role of a church it has a group of trained demon hunters, La Pucelle. Two of La Pucelle's newest members are Prier, a sixteen-year-old girl, and her twelve-year-old brother Culotte. The Dark Prince, favoured servant of the fallen angel Calamity, will reportedly rise to scourge the land. When the prince rises a warrior, the Maiden of Light, will challenge him and restore the balance of light and darkness. Prier hopes to be the Maiden of Light.

The game's story is divided into chapters. Each chapter has a number of endings, depending on information discovered by La Pucelle.

Combat in the game is on an isometric map of varying size and shape. Each battle begins with a set number and arrangement of enemies, a base panel and Dark Portals scattered randomly around the map. Combat takes place on a separate screen and involves the attacker, their target and adjacent friendly units. Attackers and targets have one chance to attack.

Dark portals are gates to the Dark World, releasing a stream of dark energy which runs in one direction until it meets a character, enemy or obstacle. Although obstacles stop the energy, the stream will be redirected in the direction faced by a character. A character facing opposite to a stream of dark energy will stop it like an obstacle. If left uncovered for several rounds, a dark portal will release a new enemy on the map.

Purification is La Pucelle members' ability to use the power of Poitreene. In battle, purification closes dark portals and converts monsters. When a dark portal is purified, the character's purification power is subtracted from the portal's hit points. If the purification power is greater, the portal is closed. If a stream of dark energy more than 15 panels long intersects itself it activates a miracle, a massive attack affecting the entire line and anything within the loop made by the energy. This purifies any dark portals within the loop. When converted, monsters join the party after they're defeated. Each purification increases the chance of a monster converting.

A monster which has joined the party can be trained. Training consists of actions chosen by the player from a randomly generated list after finishing a map. A trained monster can be used in battle or sent to the Dark World, where they are used in wars between the Demons.

Each level has a Dark Energy Index measuring its dark energy. Acts during battle (such as leaving dark portals unpurified, attacking allies and opening presents) increases dark energy, and purifying the map decreases it. When the Index reaches 100, a portal opens which can be used to enter the Dark

World (a series of randomly generated levels full of enemies and dark portals). The strength of Dark World enemies varies; the higher the Dark Energy Index, the stronger the enemies.

When it was released in North America, nearly every cross was removed, including those on Prier and Alouette's clothing; the shape of Croix's gun and the spell animations (except holy panels) were also altered. The Dark World was originally hell. Croix's cigarette was removed from his character portraits and sprites. Mastiff explained the changes in an interview with 1UP.com before the game's release; according to Bill Schwarz of the company, "There are well organized forces that work hard to punish software makers and sellers for what they consider religious transgressions. As a very small and brand new publisher without deep pockets we need to pick and choose our battles. Had we thought the crosses were meaningful we would have fought. But they weren't. And we'd much rather have the game widely available then face disappointed gamers who cannot find the title. It was the right decision, though as we grow as company we may make different calls in the future."

When La Pucelle: Tactics was released in Japan, Famitsu gave its PlayStation 2 version a score of 33 out of 40.

Elsewhere, the PS2 version received "generally favorable reviews" according to Metacritic.

Langrisser III

8.1

Developer	Taito Corporation
Publisher	Taito Corporation
Release date	(jp) October 27, 2005
Genre	Turn-based strategy
Mode	1 Player

Langrisser III is the sequel to Langrisser II, released in a number of Asian countries but not in the West. It was originally released on Sega Saturn and was the first 32-bit installment in the series.

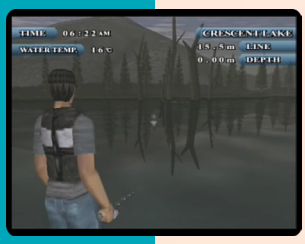
Langrisser III introduced a non-linear relationship system similar to dating sims. Depending on the player's choices and actions, the feelings of the female allies will change towards the player character, who will end up with the female ally he is closest with.

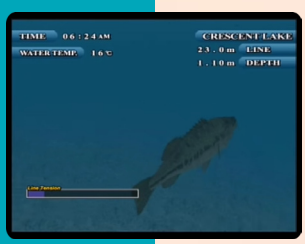
Even though Langrisser III is titled as such, it is a prequel to the first two titles in the series, and deals with the creation of the sword Langrisser. Consequentially, it is also set before the prequel series Elthlead, and lays the foundation for the wars which take place in that strategy series. The game also introduces the genealogies which dominate most of the Langrisser series, with the exception of Langrisser IV, which is set on the Western continent Yeless.

J

Lake Masters EX

8.4





J P

Developer	Dazz
Publisher	Dazz, (eu) Midas Interactive Entertainment
Release date	(jp) December 14, 2000
Genre	Sports
Mode	1 Player

Lake Masters EX is a single player, bass fishing game.

The player competes in tournaments over the course of a season and gains points by winning or at least finishing in the rankings. As well as winning trophies the player unlocks additional kit such as new lures and with enough points they can eventually unlock, and later upgrade, their own private lake.

In all there are twenty-four tournaments spread over three lakes, there are no tournaments on the private lake. As well as the tournament mode there's also a free fishing mode where the player can fish any of the lakes in the game.

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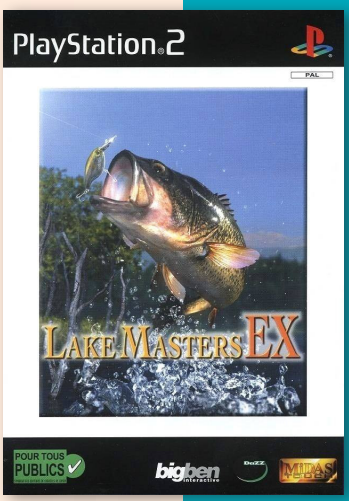
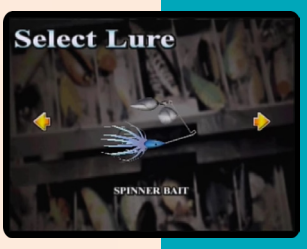
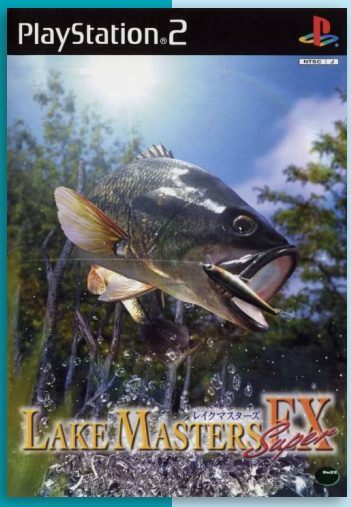




Lake Masters EX Super

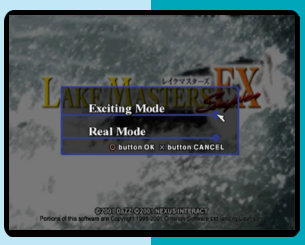
7.6

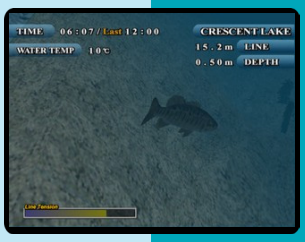


Developer	Dazz
Publisher	Dazz
Release date	(jp) July 19, 2001
Genre	Sports
Mode	1 Player

Lake Masters EX Super is the second game in the Lake Masters EX fishing series for the Playstation 2 console. In the game, players can select lures, lakes and conditions.

The game Super supports all of the PS1 fishing controllers including the Hori and ASCII versions.





J

Legaia 2: Duel Saga

6.7

J N P

Developer	Prokion
Publisher	Eidos Interactive, (jp) SCEI
Release date	(jp) November 29, 2001
Genre	Role-playing
Mode	1 Player

Legaia 2: Duel Saga, known as Legaia: Duel Saga in Japan, is a PlayStation 2 action role-playing game and a sequel to Legend of Legaia.

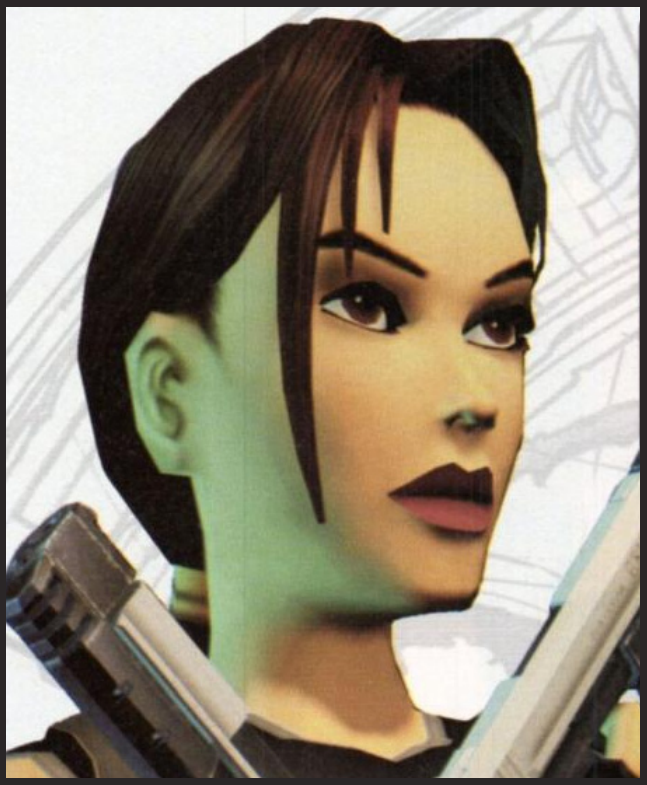
The game follows a group of outcasts (Mystic) and natural spirits (Origin), siding to fight each other between evil and good. The main protagonist is Lang, the village swordsman. His allies include Maya, an orphaned magician regaining to control her powers, martial arts teacher Kazan, female pirate captain Sharon Blade and spiritual giant Ayne.

The player controls each characters and only three for the battle screen, while others cannot replace the leading one. The player can learn about their memories and make nicknames. For the campfire, the player can mix each meal recipes, and required materials to increase status on characters for skills. A few mini games included the casino, guild quests, rice planting, side-jumping and special battles. The player can use four button commands for the "Tactical Arts System". Combining each from three to seven blocks sometimes unlock Arts, which are available between on the battle and menu screen. The player can use the power of spirits, costing MP to shortly increase status, recover health, and defeat one or all enemies.

LARA CROFT MURDERER

by: Steven Williams@PSW (AU) 2002 #11

TOMB RAIDER MAY BE A MORE THAN FAMILIAR NAME THESE DAYS, BUT THINGS ARE ABOUT TO CHANGE FOR LARA. AND WE FOUND OUT HOW.



The very first *Tomb Raider*, released in 1996, was hailed almost immediately as a classic. But since then the one-game-a-year ethic has caused a gradual building of friction until we arrive at the situation we're in today. This increasing weariness isn't necessarily reflected in the sales of the first games to date, but it was only a matter of time before the standard extra moves and a new vehicle failed to ignite the passions of veteran Raiders and newcomers alike. And the danger behind *Tomb Raider* becoming the summer sensation, post-Jolie, is that soon it'll be *last* summer's sensation... and there's nothing harder to overcome than that. So with the jump to PS2 comes an ideal opportunity to reinvent Lara, before circumstance and ennui bury her in more substantial rubble than the Lasti[sh] *Revelation* ever managed to.

WE'RE ALL JOLIE EXCITED

And reinvent it has. Core Design has been working on this new game since the fourth PSone title was in development - way before portmanteau-style *Chronicles*, the fifth and [perhaps thankfully] final *TR* on the ageing machine. So it's actually been in development a year and a half, and there's still around nine months to go until its December release. Core's had a lot of time to think about tombs, re: the raiding of. How much has it changed it? How much *can* it change?

Well, that brand new title contains more clues than you might think. The game, until recently known only as *Tomb Raider Next Generation*, is no longer even *Tomb Raider* first and foremost. Aping the film, the headlining is Ms Croft's, a curious twist after that original and cunning use of' starring Lara Croft' on the first game, movie-style. Back then it was merely disingenuous, of course; now it's big money. Lara's no longer just a gaming icon, she's an icon full stop.

The second thing about that title is the affix: the whole *Angel of Darkness* bit. Beyond obvious questions such as who and what an Angel of Darkness might be, there's a more subtle mystery: why does this need a subtitle at all? Isn't it well known enough to cope without an extra bit of context tacked on the end? Yes, of course it is. Firstly it exemplifies the series' darker, more adult direction; secondly it can be read as a faintly cryptic allusion to the tale's sinister evildoers [and the newly woebegone Lara herself]; and lastly, it's an indication of further games to come. The whole moniker's been built so it's easy to slot in the next title.

THE NOT-SO-EVIL END OF GAME BOSS

At Core headquarters, Adrian Smith, the company's operations director explains exactly *how* different.

"We started with a clean sheet, which was nice. There were three things we really consciously sat down and thought about. One was, let's assume we're going to have to do more than one game..." Adrian makes it clear that exploring other avenues would have kept Core - and Lara herself - fresher.

"What we thought about a lot was things like the *X-files*, where you can watch five or six key episodes and know that they're part of the big picture, even though you don't know exactly what that big picture is and you haven't solved it yet. But each episode also stands alone in it's own right. So we wanted to put Lara into a situation where there's a big picture, and se isn't going to solve that big picture in this single game."

And how many games might it take then?

"There's enough for, um, three and a half games... it's going to run for as long as we want it to!"

All other attempts to ask this question garner even less useful answers, but three keeps coming up, so given development time of around two years per game - he promises it won't be doing one each Christmas any more - you're looking at around five or six years before the entire parabola of this story becomes clear. Although it would be naive to ignore the financial incentives, the reborn Lara Croft will be making these subsequent outings for a good narrative reason, and that can only add to the experience. Lara herself may always had a strong identity, but it has become increasingly hard to sustain disbelief when it comes to exactly why you're doing all of this.

So Core has brought in a professional scriptwriter to add that extra something - a professional script, presumably. It's the first time it's done such a thing, as it's always been handled in-house. The screenwriter, Mr Murti Scholfield, is not just working on the immediate storyline and the overarching tale either, but the back story for each and every character. If nothing else, this tale is going to be consistent. And when you consider there are around 15 major protagonists and more than 50 characters overall, you can see why it's all in a good cause.

TOMORROW HE DIES

So the story is now epic in scale and an effectively implemented narrative will bring a greater sense of purpose. But how has that purpose itself changed from previous editions? We're not still going to be climbing crates looking for keys, are we? Here Adrian invokes the second major point the team wanted to address.

"We had to keep Lara true to who she's always been but still change the game mechanics, which meant we had to put her into a totally different situation. We really felt that at the beginning of this game we had to do something different enough to massively change her circumstances - we can't change Lara, because Lara's Lara. We can't just have her going around being a mass murderer. Out of context..." Out of context?

Yet Lara becomes a murderer at the very beginning of the game, and we're not talking about offing a few bears or gunning down some hapless goon. This is proper, violent, open vein slaughter. And get this, the victim is none other than Von Croy, her former mentor introduced in *TR3*. The complication is that not even Lara knows exactly what happened, and is naturally unwilling to hand around to explain it to the Gendarmes. Having acceded to Von Croy's pleas to visit him in Paris, Lara falls into an argument with the old man, before becoming a little... hazy. The crazy Croftser comes to, slathered in blood, with Von Croy extinct. Sirens. Consequences. Oops.

So this is the massive change in Lara's circumstances that brings about the change in gameplay. She's on the run, and her fame works against her. Being a celebrated archaeologist, she's highly recognisable. Her privileged background is also turned against her in further gratuitously violent murders around the globe. The police, the public - everybody's after her. This is where the stealth elements comes in, hinted at before but never fully developed. Stealth may be the *soup de jour* in the big restaurant of games, but Core is adamant this isn't an attempt to pass Bisto off as minestrone and pocket the difference. For a start, there's no *MGS*-style radar, so any evasion of patrolling police will have to be done the hard way.

EVERYBERET'S AFTER YOU

The Parisian area is massive, and dark, rain-sodden good looks isn't the only thing it offers - there's life in its streets and interiors in those buildings. Many doors and windows are accessible, and escape is going to require the use of all three dimensions. This section is also about adventure, finding out what has happened, who's behind it and what you need to do next. To this end you can now talk to people, something Lara's only done before in cut-scenes.

Everybody on the streets will have something to say, and we've seen some particularly impressive animation for them: a man finishing a cigarette and crushing it underfoot, for example. It's precisely this type of detail that brings a game to life, and Core is determined that everything should be there for a

purpose. It's far more satisfying to hail a stranger finishing his smoke than to clump up to somebody inexplicably standing stock still in the middle of the road, after all. With this in mind, the conversations will be branched as in *Deus Ex*, so at certain points you can choose which angle - and what attitude - to take with each person. Interestingly, this non-linear approach is mirrored in the story, which can take different turns towards its climax depending on choices you've made earlier on. The levels themselves have also evolved, and are no longer simple mazes to be solved by locating the one exit among the many dead ends. But to anybody who suffered *TR3's* attempts at greater freedom, fear not. We put it to Adrian Smith that many found this last tilt at the Holy Grail of non-linearity too sprawling, a game that frequently degenerated into a tedious fingertip search.

"We were very conscious of that. What we did in *Tomb Raider 3* - and we were wrong - was listen to those who said they wanted that exploratory environment where you could go everywhere, so we did that and gave them a key and they went, "oh..." and wandered around wondering what to do with it. *TR1* and *2* were much tighter, and without question we've gone back to that." As Deus Ex so ably makes clear, there's undeniably a place for *well-judged* freedom within games. Perhaps Core just didn't do it right last time. We don't, however, expect them to make the same mistake again.

While this chatty adventuring is clearly a new beginning for Lara - in more ways than one - it's not going to be this way for the whole game. Essentially *Angel of Darkness* consists of three different playing styles, you already know about. The second major part takes you beneath its streets, through the buttresses of the ancient castle the city is built on, into a badly twisted world. The sights you'll witness and the things you'll meet are far more grotesque than ever before, as you adversaries are not entirely of this world... The final section brings you to Prague, where the emphasis is firmly on action. It's here that you'll find another *TR* first - you play as somebody other than Lara.

EDENING IT UP

Kurtis Trent is something of an enigma at the moment, which is why we can't show you any images of him - yet. Even his name may change. When you first meet he appears to be in competition with you,

TORCH-ER. Wrongly accused of killing, about to become rightly accused.

I GOT YOUR SIX. Enemies hunt in packs, and will even outflank you. Use your surroundings.

and certainly has an agenda of his own, but eventually that dynamic will change. The two even fight and work at puzzles side-by-side on occasion, and seeing as this is the same team that created the four-character puzzler *Project Eden*, you can expect a little co-operation along the way. Although the characters share many moves, each has their own area of expertise, with Lara essentially being the brains to Kurti's brawn. But wasn't Core concerned about handing over to a totally new character? After all, not everybody found Raiden as interesting a prospect as Solid Snake in *Metal Gear Solid 2*.

"We are conscious of that," said Smith, "and my estimation is that you use him for around 15 percent of the time. You never lose the link with Lara."

The twists to the standard tomb raiding ethic come in the form of Lara's newly upgradable assets. At certain points you'll be able to perform bigger and better versions of her key moves. In the manner of

seemingly every role-playing game ever, various abilities can be increased as the game progresses. You won't be sitting at endless statistic screens assigning points, however, as mercifully the game chooses which area to improve for you. Upper and lower body strength, jumping, speed and the time for which she can hang will all improve as set junctures, and there'll be immediate effects in-game. You'll also notice that the game is no longer based on the grid system of old, where Lara would jump set distances without fail. The absence of this is clearly going to bring extra challenge to your death-defying leaps.

LARA LIKES IT BIG

Another aspect the team wanted to bring back was the sense of awe-inspiring scale, the huge structures and vertiginous drops that await the careless. Ask a player for a great moment in the first games and you'll hear about St Francis' Folly (the huge tower where you can see all the way to the floor below), or the jump from the Great Wall of China into the pool. Occasions where a player crosses say, a bridge, looks down and realises that ten minutes before they were on the valley floor looking up, were also cited as key, where the feeling of scale and achievement are at their greatest. The section set beneath Paris have been created with all this in mind. Further complicating matters is Lara's need to be balanced, rather than just standing ramrod straight on the smallest of perches as if it waiting at a bus stop.

Thankfully though, her continual accidental deaths should be a thing of the past. Now far more intelligent with the PS2's brain trust into her cranium, Lara will at last behave with a modicum of self-preservation around extreme drops. She'll twist and grab at an edge should she fall, and generally far easier to herd across rock faces without defaulting to Horror Death Plunge upon the slightest inattention from you.

These grandiose levels will contain another classic Tomb Raider staple: secret rooms. Tracking down these secret areas was an award in itself for many people, and the best you could expect in material terms was extra ammo, guns or an artefact. Now they'll be more central, as your rewards include increases for those all-important attributes. This in turn may also mean you can reach further areas the less adventurous would miss - Smith estimates the average player will only see around 60 percent of the game.

SOPPY COW The game's beginning is very downbeat.

MORE MUSEUM Core is unwilling to give away too much too soon - as you can see.

TOMBLOADING INFORMATION

Early rumours were that *Tomb Raider* was to be 'episodic' from here on, with new chapters available on the internet.

"My vision of episodic gaming is when you buy a game today and in four months time you download the next episode, and then the next one. But it just isn't physically possible with the data sizes and the infrastructure in the UK. We hope that some time in the very near future the online strategy of PS2 will become clearer - there's a lot of history here to offer the consumer to enhance their ability to play this adventure." So no new games via your yet-to-be-implemented browser, then, but maybe *some* consolation. All those reams of paper detailing the characters' back-story could end up online, in the form of documents, movies, images... anything. Core would like players to be able to research the characters - it's registered around 180 domain names - so once you meet someone you could check them out, almost as if you're within Lara's world yourself.

So that's two of the three things the game designers wanted to address from the very beginning. What was the third?

"The third one was a conscious decision to not just make a better looking *Tomb Raider* game. To try to be different. We wanted a bigger scale, a grander scale with Lara steeped in history..." It certainly sounds as if Core's done that, and from the early fragments we've seen it looks that way too.

"We've probably opened more doors in this game than we actually close. We introduce a lot of threads in the story, and we don't always close those threads off. You know, we loved that man in *Half-Life* with the briefcase. Who was the f*****g man?! He was always just the other side of the door [you couldn't kill the G-man in *Half-Life*]. It was a really nice way of teasing players, and that's the kind of thing we wanted to bring in." So, do you feel teased already? The thought of Lara taking the strongest of her roots and putting them down in fresh ground is an attractive one. And perhaps she can be the star of the best adventure game on this console, as she was on Sony's last one. After all, she's a lot of things to a lot of people, so why not that?

PSW

DON'T MAKE HER ANGRY Lara's grown up, and so have her adversaries. Note paramilitary - he's no TR2-style goon.

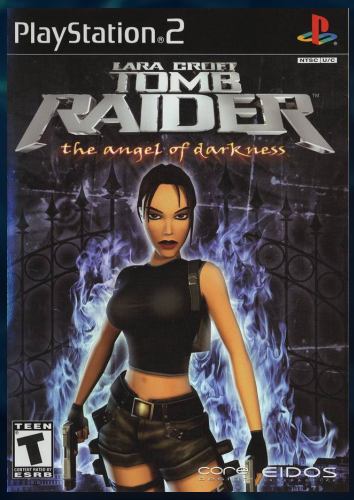
I'M A CREEP Thoughtful stealth is now a key feature.

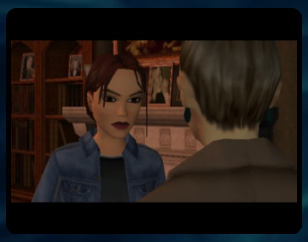
DO I KNOW YOU? There's no denying MGS2's influence.

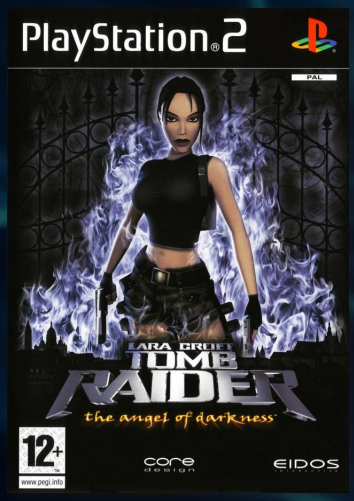
COSTUME CHANGE She'll look different come release - Lara's strictly a civilian at this point.

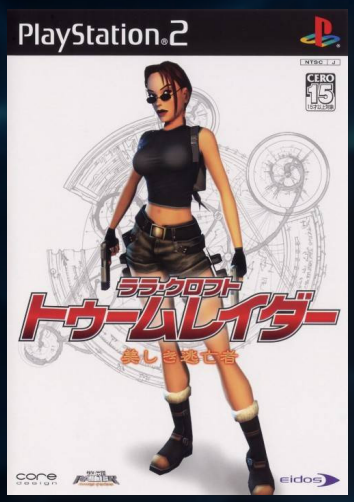
Lara Croft Tomb Raider: The Angel of Darkness

5.2









JNP

Developer	Core Design Ltd.
Publisher	Eidos Interactive
Release date	(us) June 20, 2003
Genre	Action-adventure
Mode	1 Player

Tomb Raider: The Angel of Darkness is an action-adventure game, the sixth instalment in the Tomb Raider series, acting as a direct sequel to Tomb Raider Chronicles and The Last Revelation.

Angel of Darkness follows on from events in Tomb Raider: The Last Revelation and Tomb Raider Chronicles, where Lara Croft was presumed dead. The storyline follows Lara Croft as she attempts to clear herself of being the suspect of her former mentor Werner Von Croy's murder while investigating the activities of a black magic cult.

Tomb Raider: The Angel of Darkness, like previous Tomb Raider games, is a third-person action-adventure puzzle game. Players control the main series protagonist Lara Croft through the majority of the game. The majority of Lara's basic moves are carried over from the previous instalment, such as walking, jumping, climbing, swinging on ropes and standard gunplay. Her new moves include a small hop, army-crawling, hand-to-hand combat and a "super-jump" that can be performed while running. Lara can also sneak up on enemies and perform stealth attacks, flatten herself against walls and peer around corners. Lara's ability to sprint, present in the three previous entries in the series, is only available when the player opens a cabinet containing gas masks in the 'Galleries Under Siege' level. Her weapons arsenal is also modified from previous games, featuring new weapons such as a K2 Impactor stun gun and upgraded versions of weapons like the shotgun.

Unlike previous games in the series, Lara has a stamina meter which depletes while she is performing bouts of climbing: if the bar empties before reaching her destination, she falls. The rate at which the meter decrease slows if the player performs special actions that increase Lara's strength. These actions are also necessary to progress in many of the levels. The game incorporates elements similar to a role-playing game, whereby Lara can talk with various NPCs found throughout the environments and choose what

kinds of answers to give: early in the game, these answers will directly affect her progress through the story. The game also features a second playable character, Kurtis Trent. Initially appearing to be an antagonist, he becomes controllable by the player late in the game. He features mainly identical moves to Lara, and his sections of the game are more based around combat.

The Angel of Darkness started development three years prior to its release under the working title Tomb Raider next generation. As part of the preparation for the game, the company conducted market research, and decided to create a new setting and story for the main character. One of the main drives behind the game was fully using the new platform's potential and reinventing the character of Lara Croft, including rebuilding her character model and allowing her to perform melee combat. It was the first game in the series to be made for the PlayStation 2 platform: the previous entry Tomb Raider Chronicles had pushed the PlayStation to its technical limits, contributing to lower review scores and sales than previous titles in the series. Core Design separated into two teams, with a new team working on Angel of Darkness and series regulars on Tomb Raider: Chronicles. After the completion of Tomb Raider: Chronicles, lead programmer Richard Morton came over and found that the new team had gone off the rails, scrapping the entire project once already and completing only the game's basic story. There was also a general lack of leadership, causing the entire development system to be fragmented. The developers later admitted to being overambitious. Some of them also commented that none of the Core team were prepared for the added complexity of developing for the advanced PlayStation 2.

Among the goals of the team for Angel of Darkness were to create more complicated puzzles and make the character of Lara Croft, together with the tone of the game, darker and more hard-edged. They also wished to compete with some of the newer action-adventure games on the market, which were providing heavy competition, and include gameplay ideas from Shenmue and the Metal Gear series. Many character movements were drawn from and based directly on movements made by real people, similar to later motion capture techniques, and the world design drew from various artists and elements of films from the likes of Luc Besson and David Fincher. Murti Schofield, who had previously worked with Core Design, was brought in to write the story and script. As part of writing the background for the organisations involved in the story, he researched historical secret societies and artefacts, and accurate translations of Latin text incorporated into the game. Schofield created the character Kurtis Trent upon a request for someone who could become the focus of a spin-off franchise. Core spent two years trying to reshape the franchise as well as writing a back story in the form of a book separated into multiple chapters, with Angel of Darkness being the first of those chapters. Jonell Elliott returned as the voice of Lara Croft. This would be the last time she provided the voice, with Keeley Hawes taking over in future titles.

In order to meet the deadline, areas of the game containing key narrative elements had to be cut; one of the losses was the explanation of how the character survived the events of The Last Revelation. Among other concepts that needed to be cut were two further locations, character animations, sound bites, and unique gameplay elements involving Kurtis. Some completed environmental assets also ended up being cut

by mistake. Some of those elements were also deliberately left out by the team, who wished to bring them into planned sequels. Paris was intended to be a *"freeform"* with exploration and dialogue elements, but much of the planned content was removed, resulting in some surviving elements sounding and appearing bare or unfinished in the released product. The game was reportedly submitted eight times to Sony before its release.

The PS2 version was the focus of development, with the PC port being an afterthought. The PC control scheme was created in a week just a month before the scheduled release. Staff later agreed that the game needed a further six to eight weeks to be finished, but the rush to publish the game denied them that time.

The music for Tomb Raider: Angel of Darkness was composed by Peter Connelly and Martin Iveson. The soundtrack, compared to earlier entries in the franchise, was far more orchestral. It was also one of the few areas of the game's development that did not suffer setbacks or similar problems. The music was recorded in a very short time, meaning the team did not get many retake opportunities. Connelly later referred to the game's main theme as his masterpiece. The track "Dance of the Lux Veritatis" was left out of the game due to both quality concerns and having no scenes to match it. The score was recorded live by the London Symphony Orchestra at Abbey Road Studios, London, in 2002. It was orchestrated by Peter Wraight and conducted by David Snell. The orchestra had no time for rehearsals, performing them for the first time when they were being recorded. Angel of Darkness was described by Connelly as his *"the most exciting project to work on"* due to working with the London Symphony Orchestra. The Europe-exclusive 'Collector's Edition' of the game included eight tracks from the game's soundtrack on the bonus documentary DVD. These tracks were later release as a stand-alone Audio CD.

The Angel of Darkness was unveiled under its official name in March 2002, with a fuller demonstration appearing at E3 that year. Problems with the game were sensed at an early stage, as Heath-Smith forgot himself and began swearing at the game while trying to demonstrate the opening level at a buyer's conference. A release date was announced for November 2002, but the game got delayed into spring 2003. Eidos believed The Angel of Darkness would benefit from additional marketing support from Lara Croft, Tomb Raider: The Cradle of Life, the sequel to the original 2001 film. Despite the delays, the company pushed Core Design to release the game in time for the marketing support. The team at Core Design later said that they felt Eidos forced them to get the game out before it was ready. The game went gold on 18 June 2003, two days before its original release date, although there was some confusion as the game had reportedly gone gold on 2 June. The game was finally released in the summer of 2003, alongside The Cradle of Life.

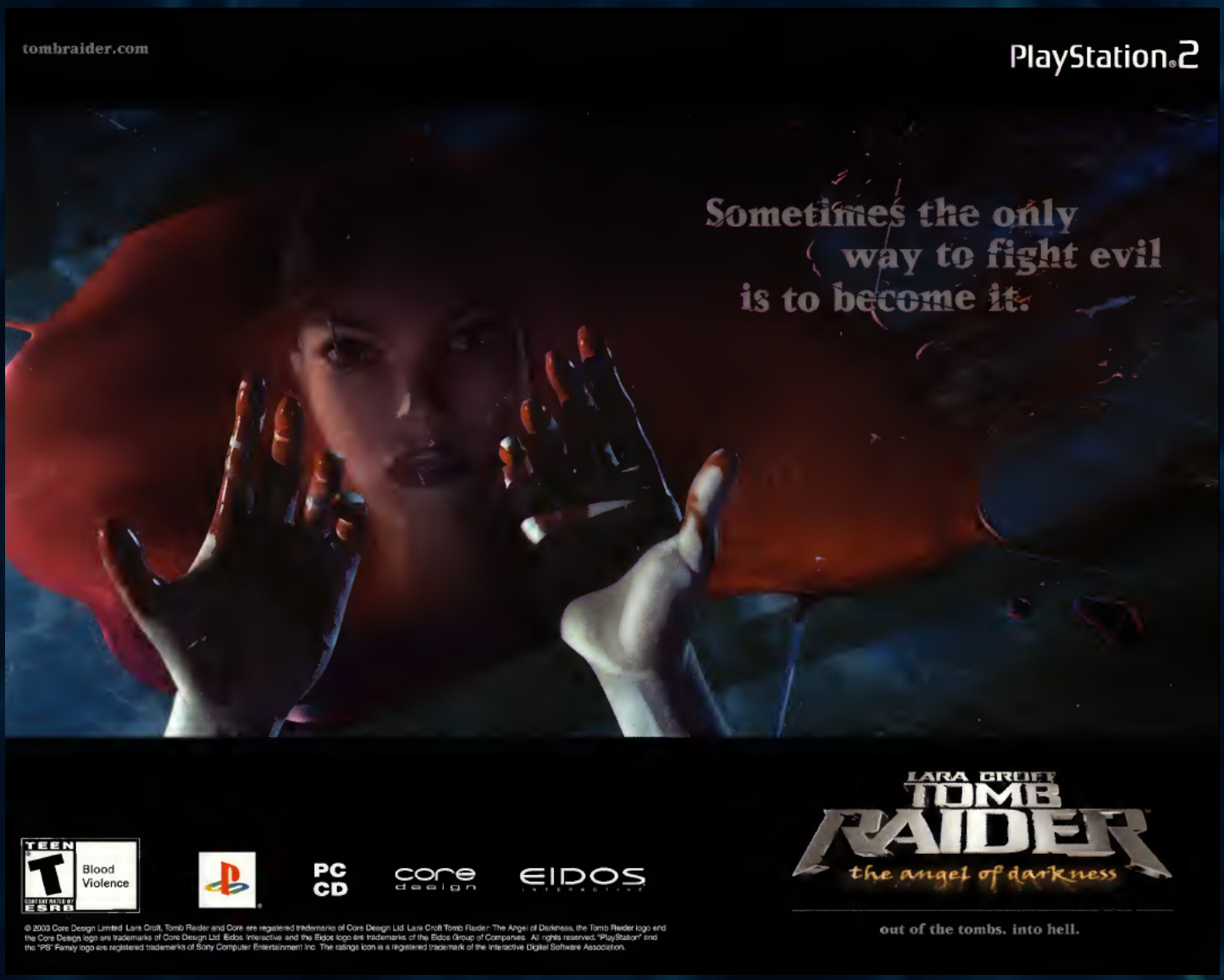
Tomb Raider: The Angel of Darkness received strong initial sales, mostly driven by an aggressive advertising campaign. The game reached 6th place in the UK Top 20 sales charts, but dropped

to 13th by the following week. The game went on to sell 2.5 million copies.

The game received mixed to negative reviews from critics. At Metacritic the game received an average score of 52 and 49 for the PlayStation 2 and Windows version, respectively. Reviewers praised the game's storyline, graphics, sound, and environments, while they criticised its large number of bugs and system requirements and its poor controls, combat system, and camera movement. Gaming magazines Game Informer and PlayStation Official Magazine gave it 5.5/10 and 8/10 respectively.

The game's story received positive reviews. IGN's Douglas C. Perry praised its "compelling storyline" and *"set of intriguing bit characters"*, while GameSpot's Greg Kasavin praised the story as *"interesting"*, expressing surprise that it did not earn a higher ESRB rating. Eurogamer's Kristan Reed called it *"a cut above most gaming fodder, and an area Core has paid an enormous amount of attention to."* Game Revolution's A. A. White was less positive, stating that while the game's darker story was an improvement compared to its predecessors, it never *"[managed] to build to a captivating crescendo"*, while the reviewer for GamesRadar called it *"bountiful but confusing and ultimately of GCSE-standard creative writing."* The music and sound were also highly praised. Perry called it *"beautifully scored game, plush with dramatic mood and feeling"*, with minimal sound effects adding *"a sense of variety and even peculiarity"*, Reed called it *"excellently atmospheric throughout, and easily the best yet in the series."* while Kavasin praised the game for *"excellent ambient effects, a perfectly suited musical score, and first-rate voice acting."*

The reaction to the graphics were mixed to positive. Perry cited multiple examples of good level design, smooth character models, surface textures and lightning, while feeling more



mixed about Lara's unrealistic figure and hardened appearance. White cited the graphics as an improvement, but was unimpressed by Lara's character model and noted multiple framerate dips that seemed *"almost like playing the game in slow motion."* The GamesRadar review called the graphics *"a measured improvement on [Tomb Raider: Chronicles], but not a clean break from the [previous] Croft titles."* Karavin called the detailing in textures and models *"impressive"*, but cited several points where the game suffered from severe framerate dips. Reed praised the game's graphical polish, with *"almost every multi-tiered location crammed with detail and careful incidentals"*, but critiqued the frequent loading screens and stylised or low detail for environments and characters.

The gameplay was heavily criticised. Perry said that those aspects of the game *"pale in comparison to 90% of the PlayStation 2's adventure or action-adventure games, and they actually hurt the rest of the game's best qualities"*, but that the new moves worked smoothly apart from the stealth actions. White criticised the new layout's negative effect on gameplay and the poor enemy AI, and Kasavin called the experience *"frustrating, difficult, and tedious"*, though stating that such moments stood out because many areas of the game were *"thrilling"*. Reed found the controls dated and the stealth mechanics and strength upgrade system unnecessary, while the GamesRadar reviewer cited both the gameplay and control layout as dated, citing the difficulty of effectively controlling Lara at multiple points in the game because of these issues. The camera was also criticised, with White, Perry, Reed, Kasavin and the GamesRadar reviewer all citing it as awkward to control and sometimes wayward or confusing during its scripted movements.

In 2010, GameTrailers placed the game 5th in their "Top 10 Worst Sequels" list. The Angel of Darkness caused multiple problems for the Tomb Raider franchise. Paramount Pictures faulted The Cradle of Life's lacklustre box office performance on the poor critical reception the video game received from reviewers and fans. The head of Core Design, Jeremy Heath-Smith, resigned after the release of the game, and plans for a sequel called The Lost Dominion, part of a proposed trilogy created using the game's engine, were scrapped.

ROTTEN CORE

by: PSW (AU) 2003 #15

THE MAKERS OF TOMB RAIDER: ANGEL OF DARKNESS ARE FEELING THE HEAT AFTER THE LAUNCH OF THIS YEAR'S MOST UNDERWHELMING TITLE.

WE'D BE STRUCK WITH PITTY IF IT DIDN'T SMACK OF A kind of harsh justice: Core Design, original creators of *Tomb Raider* and makers of the recent 4/10 flop *Tomb Raider: Angel of Darkness*, have had the development duties for all upcoming *Tomb Raider* titles take from them. Unless Core can prove themselves with their online version of 3D brawler *Fighting Force*, the team may be looking at a very bleak future. Publisher Eidos has passed the burden of making forthcoming *Tomb Raider* games onto US development team Crystal Dynamics, who are famous for the *Legacy of Kain* series including *Blood Omen*, *Soul Reaver* and the upcoming *Defiance*. Considering *Soul Reaver* smelt strongly of Eau de Croft to begin with, they should up to the job of producing the promised PS2 *Angel of Life* sequel.

The badness doesn't stop there. *The Angel of Darkness* is cited as the reason for the second *Tomb Raider* movie's poor performance, subtitled *The Cradle of Life*. "The only thing we can attribute that to is that the gamers were not happy with the latest version of the *Tomb Raider* video game, which is our core audience," says Paramount distributor president Wayne Lewellen. Is there mere Hollywood spin, or did the game really bring down the film? A bit of both, we reckon. (We would never try to keep you from seeing *The Cradle of Life* just because *The Angel of Darkness* is rubbish. Judging by recent reviews, *The Cradle of Life* is truly terrible all on its own.) It's a bad time for the ailing team all round.

Largo Winch

5.4

Developer	Ubisoft Paris
Publisher	Ubisoft
Release date	(eu) September 6, 2002
Genre	Adventure
Mode	1 Player

This adventure game is based on the comic book character of the same name. The hero - Largo was a Yugoslavian orphan, who was adopted by the world's wealthiest man, who was in search of an heir. When his adoptive father dies, the now 26-year-old Largo inherits the Winch Corporation, a financial consortium worth more than 10 billion dollars. Drawn to the challenge of presiding over such a vast empire, Largo takes over from his father, and plunges headfirst into a new, unexpectedly vicious world of murder and deceit.

"mobygames.com"

Love Songs: ADV Futaba Riho 14-sai Natsu

7.2

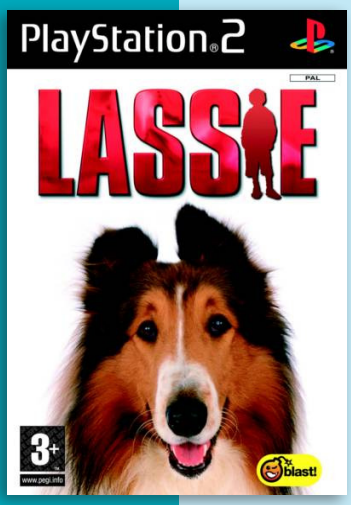
Developer	HuneX
Publisher	D3Publisher
Release date	(jp) September 30, 2004
Genre	Visual novel
Mode	1 Player

This is the first visual novel adventure game in the Love Songs franchise which focuses on one of the idols, namely Riho Futaba (双葉 理保), during her second year as a junior high-school student. Riho has been active in the entertainment industry since she was only 4 years old, but after being involved in an unfortunate kidnapping incident, she retired from the entertainment world and went to live in a small rural town in the island of Kyushu. Players takes a role of a rookie manager working at a talent scouting agency, looking for the next new talent. While there are many girls players will interact with, the focus of the story will be Riho once they get to meet her. However, persuading her to return to the entertainment scene might prove difficult due to her traumatic experience she has undergone as a child.

Most of the basic visual novel gameplay elements are present, from message log to fast forwarding. Characters feature lip-syncing during regular conversations, but remain still during CG event scenes.

Lassie

5.1



Developer	EM Studios Limited
Publisher	Blast! Entertainment Ltd.
Release date	(eu) October 26, 2007
Genre	Action-adventure
Mode	1 Player

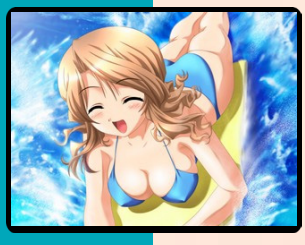
Lassie's pups have been stolen and the dog must trawl the Yorkshire countryside to rescue her pups. The game feature various mini games with search and rescue elements, intertwined with story telling and clips.

Players can give the pups names as each new pup arrives home and groom, brush, bathe, feed and water the pups. How much and what type of food is given to each pup will have an effect on their happiness levels. Players can also exercise the pups, play with the pups and teach them new tricks such as playing fetch.

P

Love Songs: ADV Futaba Riho 19-sai Fuyu

7.0



Developer	HuneX
Publisher	D3Publisher
Release date	(jp) November 3, 2004
Genre	Visual novel
Mode	1 Player

This is the sequel to D3's Love Songs: ADV Futaba Riho 14-sai - Natsu (Summer). This winter-themed relationship simulation game has players interact with title character Futaba Riho (who appeared in several Simple Series 1500 titles) via a multiple choice conversation system.

Riho-chan is a nineteen year old college student who runs a late night radio show where she helps others with their problems. She's currently fighting with her boyfriend. Making an appearance in the game are Riho's friends from her talent studio, her seniors at school and her roommates. Players lead Riho-chan through a story, selecting her path along the way.

The game features the so-called "Jiro Jiro" system that lets players take a close look at close-up character pics, scrolling from top to bottom.

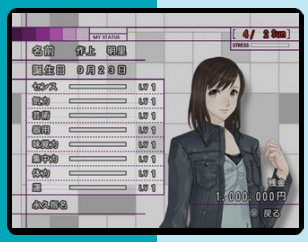
"ign.com"

J

Last Escort

7.1

Developer	Vingt-et-un Systems
Publisher	D3Publisher
Release date	(jp) January 26, 2006
Genre	Visual novel
Mode	1 Player

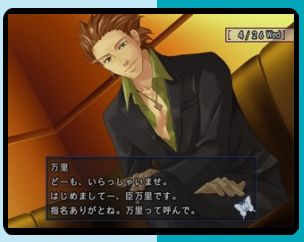


In Last Escort, a “Boys Love” game for girls, the player takes the role of a part time worker at a host club - a Japanese entertainment club where good looking men interact with ladies, usually attempting to get them to fork over big cash for high priced drinks. The player’s goal is to save up money as he perform a variety of tasks.

The story is about Akari Sagami, whose father owns the host club “Gorgeous” that she decides to start attending. Her father isn’t happy about this but she still decides to help them become top one hosts by making them sweaters, earrings hats, scarves.

The player has to first do part time jobs to make money and then using that money to buy supplies to make presents for all the mans. Once players make all the gifts they get the “friend” ending, players can then start playing all the guys routes.

“psxdatacenter.com”



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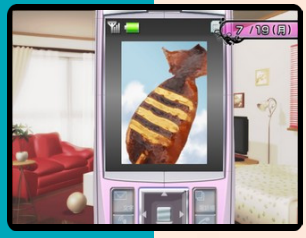
Last Escort: Club Katze

4.4

Developer	Mobile & Gamestudio
Publisher	D3Publisher
Release date	(jp) February 18, 2010
Genre	Visual novel
Mode	1 Player



J

Club Katze is about 21 years old, Izumi. One day, the owner of a host club offers her to be a planning adviser of his new host club. It is a well-paid offer, but there is one big problem. She has never visited a host club.

There are six hosts, each playing to the heart-strings of a different girl. Visiting Club Katze is the only controllable way to interact with a host, however there are still events that are triggered outside of the club environment. Players choose one of three actions per visit to interact with a host: Conversation (correct responses yield better results), order a drink (help the host become Number One) and give a gift (homemade is best). Everything, including a siple visit, costs yen, so players have to watch their wallet.

Limited Edition

Last Escort 2: Shinya no Amai Toge

7.2

Developer	Vingt-et-un Systems
Publisher	D3Publisher
Release date	(jp) February 21, 2008
Genre	Visual novel
Mode	1 Player

In the second Last Escort game, Serika meets Reiji who lives at the same apartment. She takes him to her room and cooks a meal for him because he can't move due to hunger. Several days later, she goes to a host club with her co-workers and she meets Reiji there. He smiles and says, "Welcome, this is the first time, right?" He leans over to her and whispers "Please cook a meal for me again..."

J

Last Escort: Kurochou Special Night

7.2

Developer	Vingt-et-un Systems
Publisher	D3Publisher
Release date	(jp) July 27, 2006
Genre	Visual novel
Mode	1 Player

Last Escort: Kurochou Special Night (The Black Butterfly Special Night) is the appendix disk to the original Last Escort. Players are supposed to be able to transfer all their save data and etc. from the first game to continue playing the side story. Players also get to see the story from the perspective of her younger brother.

J

Legendz: Gekitou Saga Battle

7.4

Developer	Bandai
Publisher	Bandai
Release date	(jp) December 16, 2004
Genre	Action
Mode	1 Player

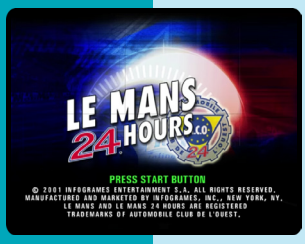
Legendz Gekitou! Saga Battle is an action game based on a anime. The game was published by Bandai, which was released in Japan in 2004.

Players control Shu from the anime, and can capture and raise over 50 different kinds of Legends.

J

Le Mans 24 Hours

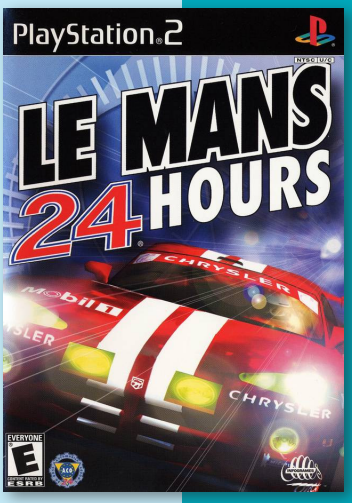
7.5



J N P

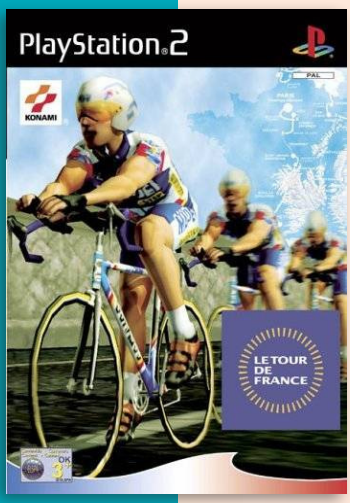
Developer	Infogrames
Publisher	Infogrames, (jp) Sega
Release date	(eu) June 15, 2001
Genre	Racing
Mode	1-2 Players

Players can join one of the 25 factory teams take one of the over 50 vehicles (designed with assistance of actual teams) on the eight different Le-Mans circuits. The actual wear and tear are simulated. Tire wear, oil and fuel consumptions. The game also feature day and night and back to day driving.



Le Tour de France

3.2



Developer	Konami
Publisher	Konami
Release date	(eu) June 21, 2002
Genre	Sports
Mode	1-2 Players

Tour de France is an arcade racing game based on the premier road cycling event in the world.

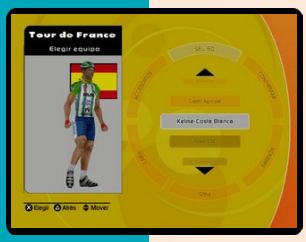
The game features 5 different game modes: Arcade. where the player competes freely on any of available tracks, Tour de France, where the player aims to win the prestigious competition in five years, by training and winning enough money to afford better bike parts and training sessions, Time Trial (racing against the clock) and train basic skills.

As the player is controlling a bike, it isn't just a matter of pressing down the throttle button and avoid other competitors while keeping the best possible trajectory. While the last two are still as important, the player must pace according to the stamina of the racer. While it can be partially replenished using water bottles, to win races the player must use downward slopes to gain velocity while still recovering stamina as well as taking advantage of the slipstream of other riders. While losing all stamina won't immediately abort the race, the rider will stop and put a feet down until it recovers to an acceptable level, making any chance of a good result impossible. The race will stop, however, once the damage (sustained by hitting other riders of fences at high speeds) is greater than half of the stamina bar.

P

Le Tour de France: Centenary Edition

3.1



Developer DC Studios
Publisher Konami
Release date (eu) June 27, 2003
Genre Sports
Mode 1-2 Players

The game is licensed by the Tour de France, and features many real teams and cyclists in six stages, some of which available in reverse mode. Due to the nature of the name, this changes drastically the nature of the tracks - what can be a perfect track for climbers becomes one for the technical riders (with good breaking and turning abilities) in reverse.

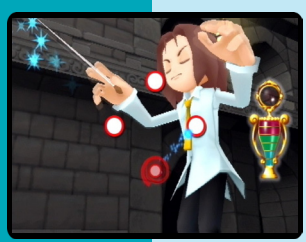
Game modes include training, arcade, time trials and the Tour de France, a career mode where the player can start a 5-year plan to become the world's number one cyclist by winning local races, which allows to afford better bike parts and training sessions. Parts affect mostly how well the player controls the bike, but as the game simulates the stage until the final miles, the starting position in the peloton is defined by the training, so a player who has a top bike but neglected training will struggle to perform well in the Tour de France, as instead of starting in the top 40 will start in 80th or even worse, losing precious time and both sprint and mountain points in the process.

"mobygames.com"

P

Let's Bravo Music

8.2



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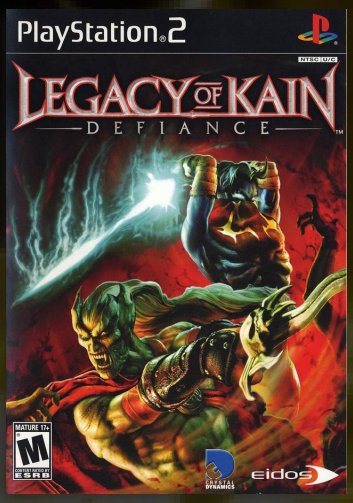
Developer Desert Productions
Publisher SCEI
Release date (jp) December 12, 2002
Genre Music
Mode 1-2 Players

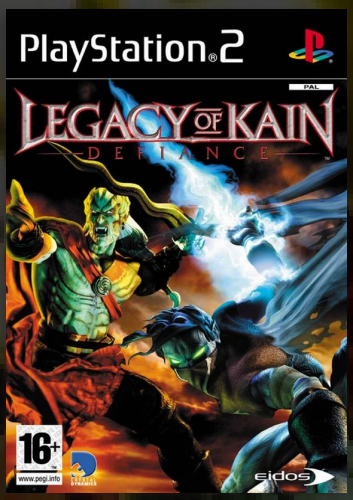
Let's Bravo Music is the fourth game in the Mad Maestro rhythm action series. The game is compatible with the PS2 HDD and let players download extra music and adventures. As the other games in the series, players take the role of a conductor and must push the button symbols according to the songs of the orchestra.

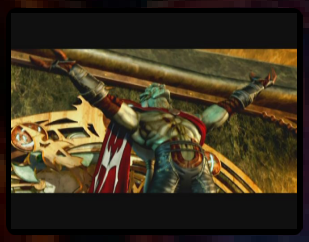
The game feature a two player mode where the players are divided into a conductor and a performer.

7.5

Legacy of Kain: Defiance







Developer	Crystal Dynamics
Publisher	Eidos Interactive
Release date	(us) November 11, 2003
Genre	Action-adventure
Mode	1 Player

Legacy of Kain: Defiance is the fifth game in the Legacy of Kain series. Defiance continues the journey of the Vampire lord Kain and his lieutenant-turned-wraith Raziel. After having Raziel killed to be revived by the Elder God as a wraith during the events of Legacy of Kain: Soul Reaver, Kain travels backwards through time and is followed by Raziel into Nosgoth's past, uncovering the conspiratorial events that led to the land being doomed to an eternity of corruption. After establishing his free will by refusing to kill Kain when prophesied, Raziel discovers that Moebius the Time Streamer had originally manipulated Kain into igniting a genocidal war against Vampires until he was the last of his kind. In manipulating Raziel who has free will and thus whose decisions and actions cannot be foreseen by Moebius, Kain hopes to find a way to undo the consequences of his actions and restore Nosgoth to its former glory.

Although the in-game script implies that Raziel is the Hylden champion and Kain is the Vampire champion, series writer Amy Hennig has since stated that because Raziel possesses free will, he is both and may choose either role, which is why Raziel is referred to several times as "redeemer and destroyer" in the game. In allowing Kain to kill him and acquire the means to defeat the Elder God, Raziel triumphs and destroys himself at the same time.

Defiance is the only game in the series where both Raziel and Kain are playable: previous Soul Reaver installments focused on Raziel while the Blood Omen series focused on Kain. Unlike previous games where Kain could acquire different types of weapons, in Defiance the only available weapon for Kain is the Soul Reaver - Kain possesses the material Reaver while Raziel possesses the Reaver's spectral form and several elemental reavers. However while Kain uses one weapon, he can obtain five emblems to enhance the Soul Reaver which are: balance, conflict, dimension, energy and time. Raziel retains all his previous weapons like in the first games. By killing enemies, Raziel and Kain learn new combat techniques, including uppercuts, mid-air slashes, and firing orbs of telekinetic energy. Some techniques are shared by the two, others are unique to them, such as Kain's "Cadaverous Laceration". Raziel and Kain can also acquire various elemental powers that give them new abilities - the Conflict Emblem lets Kain use pyrokinesis to light torches while Raziel's Dark Reaver lets him turn invisible and pass certain obstacles and enemies without being noticed. When an enemy is weakened, Kain and Raziel can either absorb their blood/soul to replenish their health, or slay them with the Reaver, gradually filling up a meter that lets the Reaver unleash an area of effect spell to attack groups of enemies. Both Raziel and Kain can acquire various runes to increase their health and allow them to use their telekinetic powers more often. A menu system is used to display the character's combat experience, the runes they have collected and the various combos they have learned to execute.

The game begins with players controlling Kain, but at set intervals they will acquire control of Raziel and play as him for a time before switching back to Kain. Both possess similar powers, including climbing walls, gliding in mid-air and phasing through certain gates. However, both also have abilities exclusive to them: Kain can jump large gaps, transform into a swarm of bats and cannot swim, while Raziel swims and can shift into the spectral realm to bypass enemies and obstacles before finding an appropriate place to shift back into the material realm. Kain is also able to use his telekinesis to pick up enemies and either throw them into obstacles or pull them towards him, an ability Raziel lacks at first and must acquire during the course of the game. Enemies include Sarafan warrior-priests, Vampire hunters, Hylden-possessed corpses called Revenants, and various types of Demons.

IGN gave the game 8.0 out of 10, praising the game's plotline for finally resolving many questions that previous installments had left unanswered, as well as being able to play as both Raziel and Kain and the new combat system revolving around various combos and spells unleashed by the Soul Reaver. The differences in their gameplay, with Kain's quests revolving around combat and Raziel's around puzzle solving, were also enjoyed. However, the poor collision system, auto-locking combat view and awkward camera controls were criticized for making combat difficult as the player would target enemies that could not be seen. The reviewer also noted the graphics for the Spectral Realm were distracting and made combat difficult.

GameSpot gave the PC platform 6.9 out of 10 and praised the series as a whole for not one but two involving and memorable protagonists. However, the camera controls were noted to be confusing and the combat system was criticized for focusing on the Soul Reaver as well as the lack of variety in enemies, leading to players utilizing the same combos over and over to defeat them. The site also noted that Raziel and Kain play identically with very similar controls and abilities. Raziel's need to shift between the Material and Spectral planes to complete his quest was criticized for being too tired since the mechanic was introduced in the first game and were less fun than Kain's combat-oriented quests. The site overall said the storyline would please fans of the series, but the gameplay was disappointing. TeamXbox gave the game a rating of 8 out of 10, noting the simultaneous similarities and differences in the controls for Raziel and Kain. However, the need to re-imbue the Soul Reaver with elemental powers that it had already gained in previous games was noted to be confusing and led to similar gameplay as in previous installments revolving around gaining a new Reaver power and using that power to move forward. The camera system was heavily criticized for being confusing and leading players to unwillingly backtrack when the camera angle shifts suddenly. The game's shift to combat and away from puzzle solving was also criticized. The graphics were noted to be high quality, but not as groundbreaking as previous games in the series.

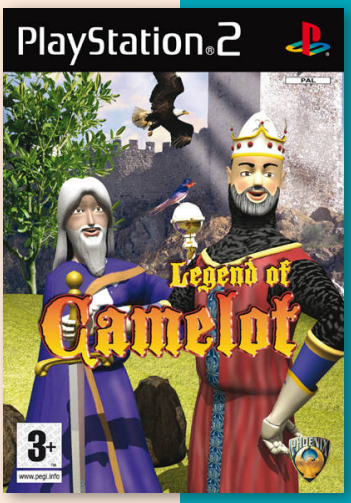
GameSpy gave the game three stars out of five, greatly praising its combat system but criticizing the puzzle element of the game for being reliant of block puzzles as its predecessors were. Despite the praise for the combat system, the similarities between the controls for Raziel and Kain were cited as the game's weakest point, to the extent where abilities either of them possessed in previous installments were dropped to make them play almost identically.

Legend of Camelot

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2007
Genre	Mini-games
Mode	1 Player

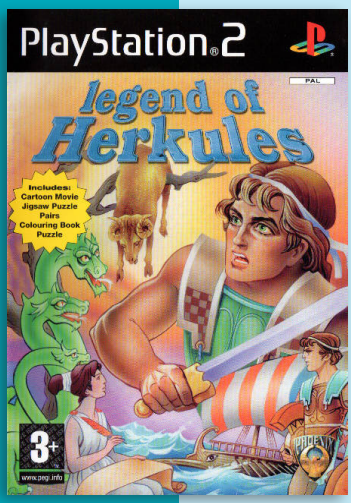
Legend of Camelot is an Action game, developed and published by Phoenix Games, which was released in Europe in 2007. The game feature the usual mini games and a cartoon. The cartoon is a derivative of King Arthur and Disney's Sword in the Stone.

The game, like several of the Phoenix Games titles, is hard to find.



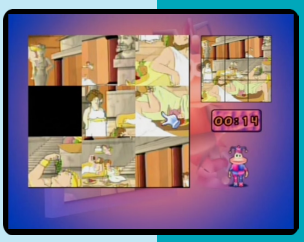
Legend of Herkules

6.0



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2007
Genre	Mini-games
Mode	1 Player

Legend of Herkules is another copy/paste game from Phoenix Games with a cartoon. In the cartoon, Herkules, the world's strongest and most man has fallen in love with Deianeira. In the past, Herkules has had fights with the bravest men, but never for the love of a women. Herkules will have to defeat his enemy Heras so that he can win the love of Deianeira.



Little Aid

4.5

Developer	Takuyo
Publisher	Takuyo
Release date	(jp) November 23, 2005
Genre	Visual novel
Mode	1 Player

Little Aid, a visual novel, is set in December, where students prepare for a school event. Akari also joins them with Kuge and Sawato. One day, her father has a traffic accident, and is taken to hospital. When she packs his clothes at home for his stay at the hospital, she finds a jade pendant, which start her adventure.

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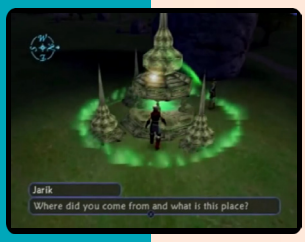
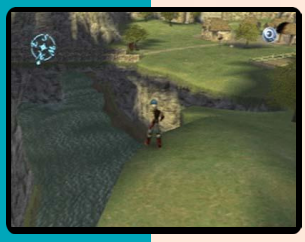
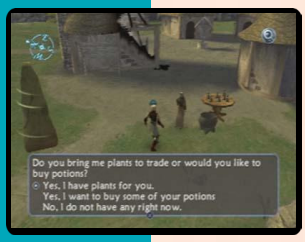
The Legend of Alon D'ar

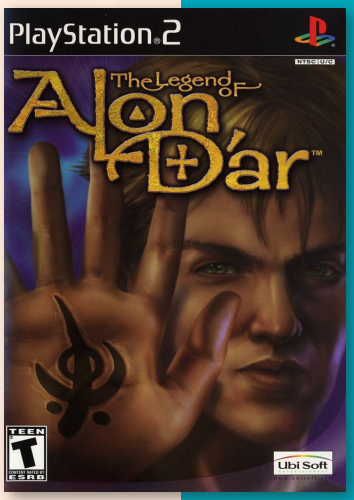
4.3







Developer	Stormfront Studios
Publisher	Ubisoft
Release date	(us) December 4, 2001
Genre	Action role-playing
Mode	1-2 Players



The Legend of Alon D'ar is a role-playing game developed by Stormfront Studios for the PlayStation 2.

The plot in Legend of Alon D'ar revolves around the main character Jarik. At the start of the game, his village is attacked and his home burned to the ground. The attacking force appears to be an army of Dagani, but Jarik alone realizes that they are actually shapeshifters taking the form of Dagani so they may incite a war between them and the humans. After a strange vision, an odd mark is burned into his hand, which the village elder identifies as a mystic sigil. Jarik sets out to discover the origin of this symbol and prevent war from destroying his homeland. In his travels he strikes up an uneasy partnership with the mistrusting Dagani Tahir, the outcast Tylonee and her dragon guardian Yi and Sundeep, a mage and a member of the lizard-like Sarojin.

The game plays somewhat like the Final Fantasy series' Active Time Battle, with the player having to wait certain time for their turn. What makes this system different from ATB is that actions take different amounts of time based on the weapon or ability used, for example an axe will need more time than a dagger to attack. Different weapons can be improved by spending experience points as save stones to level up traits unique to that class of weapon, such as speed, damage and block. New traits must be bought with gold at certain save stones. Each trait can be leveled up 6 times and once all traits are maxed out, one extra level is unlocked to make that weapon more devastating.

Weapons, items, and spells must be equipped to a character in order to be used in (and in the case of items and certain spells outside) of battle, ten slots in total. Each character also has a unique ability that is always equipped to the bottom of the list. There are also 4 armor and accessory slots for each character. The game features a vast world to explore; there are several towns and a variety of monsters to combat. The game also features multi-player experience after unlocking the second character in the story.

6.4

The Legend of Spyro: A New Beginning

Developer	Krome Studios
Publisher	Sierra Entertainment
Release date	(us) October 10, 2006
Genre	Action-platformer
Mode	1 Player

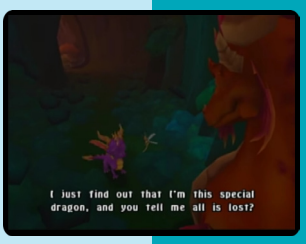
The Legend of Spyro: A New Beginning is the first game in The Legend of Spyro trilogy, a reboot of the Spyro the Dragon series. The game utilizes the voices of celebrities, featuring Elijah Wood as the voice of Spyro, Comedian David Spade as Sparx, Cree Summer as Cynder and Gary Oldman as Ignitus. Its success spawned two sequels and a planned CGI movie.

A New Beginning deals with Spyro's birth and his journey to meet his destiny. The intro shows Spyro being rescued by a Guardian Dragon called Ignitus from the attack of the "Dark Master". After his eclosion, Spyro is raised by dragonflies in a swamp until one day he discovers that he is in fact a dragon, and he and his half-brother, the dragonfly Sparx, leave the swamp to find out more about Spyro's past and fight the forces of evil.

A New Beginning uses a more action-based focus than previous Spyro games. Rather than the previous focus on platforming, the gameplay is now more combat based. Spyro has a variety of combat moves as well as four different breath attacks: fire, electricity, ice and earth, which he can use as both long range and short range attacks. Spyro can also use furies, huge blasts of elemental energy. The game has fewer levels than previous Spyro games, with six levels that progress from a starting point towards a final destination and boss encounter in a linear fashion, and two rail shooter style flying levels adjoining them.

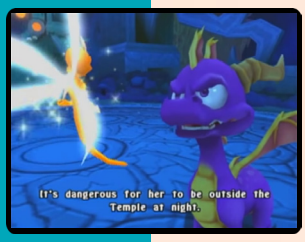
Krome Studios were asked by Vivendi Games to develop The Legend of Spyro. After Krome showed Vivendi their technology they were using to develop a Crash Bandicoot game, Sierra asked a prototype for what subsequently became The Legend of Spyro.

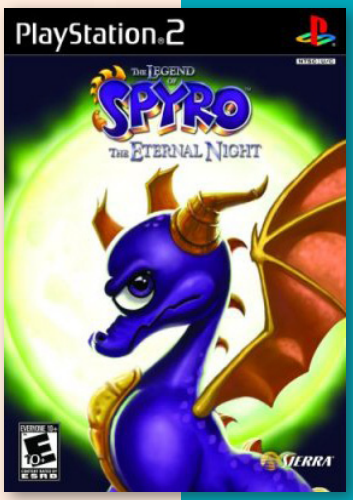
Apart from the Game Boy Advance version, A New Beginning received Critically positive reviews. GameRankings and Metacritic gave the Xbox version 71.27% and 69/100, the DS version 68.22% and 68/100, the GameCube version 67.17% and 67/100 and the PlayStation 2 version 64.52% 64/100.

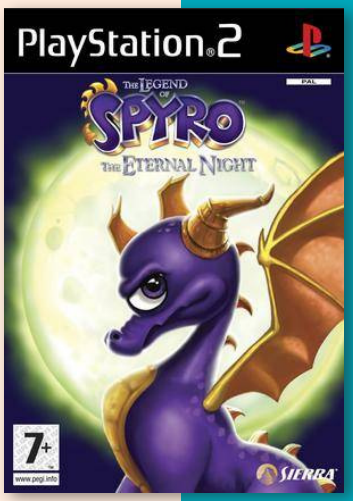


The Legend of Spyro: The Eternal Night

5.4







N P

Developer	Krome Studios
Publisher	Sierra Entertainment
Release date	(us) October 2, 2007
Genre	Action-platformer
Mode	1 Player

The Eternal Night is is the second game in The Legend of Spyro trilogy. It utilizes voice talent by Elijah Wood, Gary Oldman (reprising their roles of Spyro and Ignitus respectively), and Billy West (as Sparx, replacing David Spade). Corey Burton (as Volteer), Kevin Michael Richardson (as Terrador and Gaul) and Mae Whitman (as Cynder, featuring recycled voice clips of Cree Summer from its predecessor) were also confirmed to be part of the cast during Sierra Gamers' Week 2007.

The Eternal Night continues the storyline established by A New Beginning, which ended with the defeat of Cynder, a black dragon in servitude for an enemy called the "Dark Master". In The Eternal Night, a new antagonist — "Gaul" the Ape King — has risen to power and is intent on resurrecting the Dark Master on The Night of Eternal Darkness.

The gameplay is similar to its predecessor. Spyro must travel to the end of a level in a linear fashion and defeat the boss at the end of each level, defeating enemies with his combat moves. However, there is a much larger emphasis on exploration and puzzle-solving.

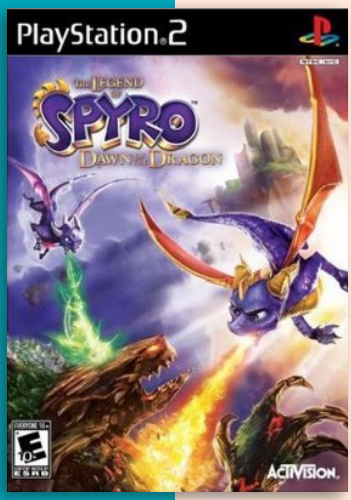
Spyro will learn different breaths from the Chronicler, who is met in Dreams which occur to Spyro during the course of the game. The breaths are tools for defeating enemies. They come in different elements; fire, ice, electricity and earth. Spyro can also use furies, which are big blasts of elemental magic. Spyro is required to obtain a certain amount of purple gems to be able to use these skills.

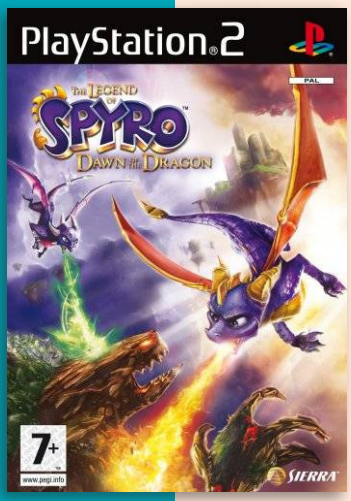
Spyro is able to learn the skill of "dragon time" from the Chronicler. This skill allows Spyro to slow down time. He can use this ability to jump on platforms which are too fast to land on with his normal speed. He can also use this ability to defeat enemies easier.

Throughout the levels there are forty quills. Each quill collected gives the player 5 pieces of concept art.

6.5

The Legend of Spyro: Dawn of the Dragon





Developer	Etranges Libellules
Publisher	Sierra Entertainment, (us) Activision
Release date	(us) October 21, 2008
Genre	Action-platformer
Mode	1-2 Players

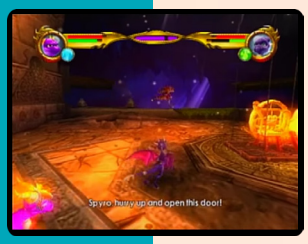
The Legend of Spyro: Dawn of the Dragon is the third and final installment in The Legend of Spyro trilogy, as well as the tenth anniversary game of the series. It is the end of the second Spyro continuity, with Skylanders: Spyro's Adventure serving as the second reboot of the franchise after Vivendi Games merged with Activision to form the Activision Blizzard.

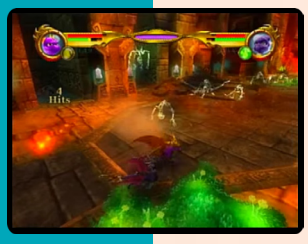
Dawn of the Dragon starts when Spyro and Cynder are freed from their crystalline prison. They are former foes, but the Dark Master binds them through green energy chains. After escaping their prison with Sparx and Hunter, they are shown what the Dark Master has done after he escaped from the Well of Souls during the Night of Eternal Darkness. They travel through Dragon City, the Burned Lands and the Floating Islands to confront Malefor at his lair.

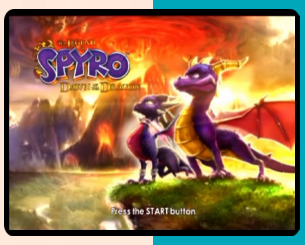
The gameplay is more advanced than previous titles in the series. This is the first Spyro game that allows a player to fly at any time they want (free-fly mode). The game also features a co-op mode with Cynder. The co-op feature allows players to have the option of completing the game as either Spyro or Cynder, along with giving them the power to switch between Spyro and Cynder, giving them more freedom to explore the world in completely new ways.

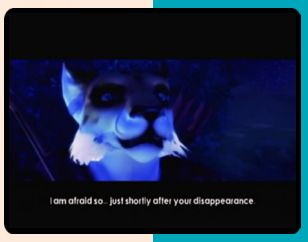
The environments are much larger than in previous games, and a majority of them have a bit more exploration to them. In previous titles of the Legend of Spyro series, Spyro must travel through the level and defeat enemies in a linear fashion. This time, however, the game has more freedom by exploring larger areas and collecting items in order to progress through the game.

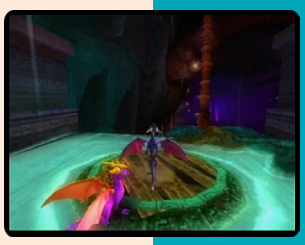
Spyro retains his command of fire, electricity, ice, and earth (all of which he now has access to from the start), while Cynder controls poison, fear, wind, and shadow, powers that were given to her when she was controlled by the Dark Master. Cynder is faster but weaker than Spyro.





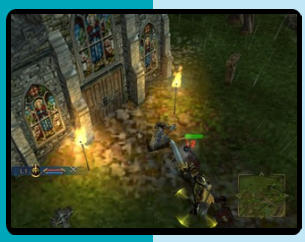


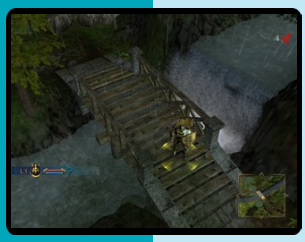




5.1

Legion: The Legend of Excalibur





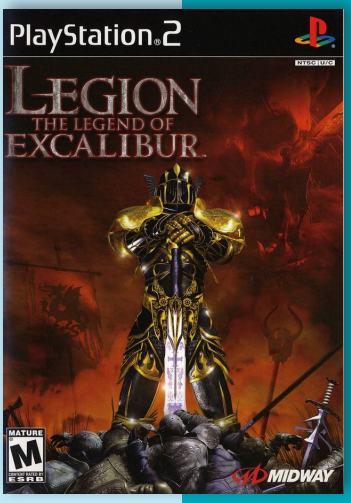
N P

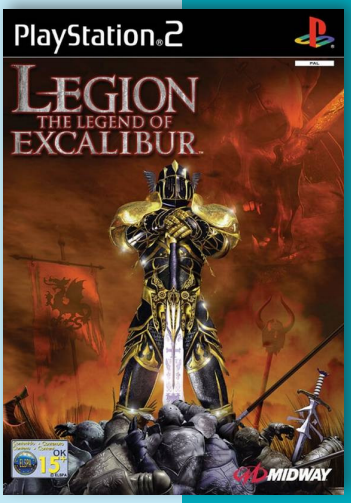
Developer	7 Studios
Publisher	Midway
Release date	(us) June 18, 2002
Genre	Action-adventure
Mode	1 Player

Legion: The Legend of Excalibur is a real-time strategy/action role-playing hybrid developed by the ex-Westwood Studios, 7 Studios. The game tells the story of the young King Arthur to save the kingdom from the evil sorceres.

The player first commands only one knight, with several others fighting on his side. During the course of the game, the player will control up to four parties of warriors simultaneously. The RTS element with sending troops to battle enemies or protect important locations co-exists with rather simple "hack-and-slash" combat mechanics that apply to the characters which are controlled directly by the player.

The game was given mostly poor or mediocre reviews by critics. Chris Carle of IGN gave it a positive review and a score 7.8/10, stating that *"nothing like Legion currently exists on the PlayStation 2"* to be such a mix of genres, and opining that *"in the end, Legion is a solid game that is worth playing through once. It may lose its steam after that, but it's a fun mix of action, strategy and RPG. Fans of Gauntlet, Baldur's Gate: Dark Alliance and Diablo might want to give it a look."* Other reviews included C- from Game Revolution, 3/10 from RPGamer, 3/10 from PlayStation World, and 66% from 4Players (Germany).



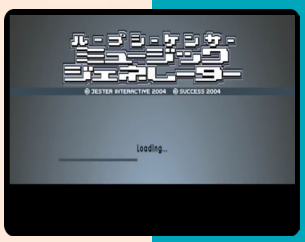


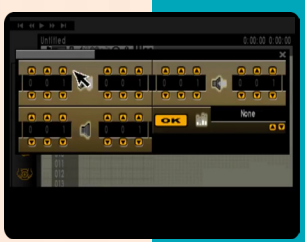
Loop Sequencer: Music Generator

Developer	Success
Publisher	Success
Release date	(jp) March 31, 2005
Genre	Music
Mode	1-2 Players

Loop Sequencer: Music Generator, published by Success, which was released in Japan in 2005, is a music game where players can create music using over different samples on the Track Editor.

The game is compatible with an USB microphone.





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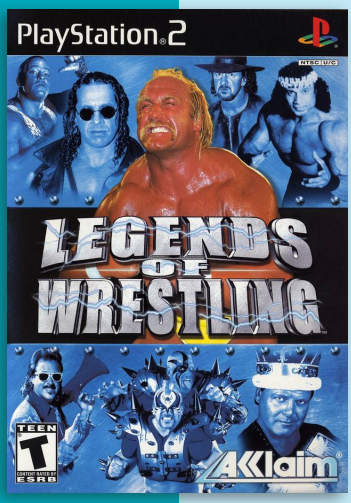
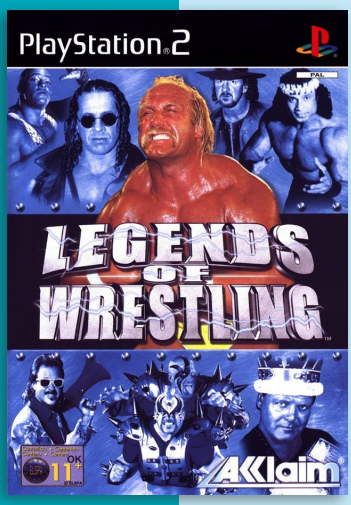
Legends of Wrestling

5.5





Developer	Acclaim Studios Salt Lake City
Publisher	Acclaim
Release date	(us) December 3, 2001
Genre	Sports
Mode	1-2 (5) Players

Legends of Wrestling is a professional wrestling video game based on the greatest wrestlers of all time, from WWF/WWE, NWA, WCW, WCCW, AWA, ECW and various independent promotions.

The game features in-depth match analysis and career guidance by some of wrestling's greatest managers, including Captain Lou Albano and "The Mouth Of The South" Jimmy Hart. They will guide players through their career should they chose that mode of play. Players can also play in an exhibition match in several match types including Tag Team Challenge, Three- and Four-Way Dances, and special guest referees.

The game was met with average to very mixed reception. The Cincinnati Enquirer gave the game a score of four stars out of five and said that its characters *"have an exaggerated action-figure look, but they move smoothly and have a robust collection of moves."* However, Playboy gave the same version a score of 60% and said, *"Unless you're desperate to see Captain Lou Albano in action again (and who isn't?), scant reason for a purchase presents itself. Casual wrestling fans can pass."*

N P

Little Anchor

7.1

J

Developer	D3Publisher
Publisher	D3Publisher
Release date	(jp) April 23, 2009
Genre	Visual novel
Mode	1 Player

Little Anchor revolves around the war between the EUG and the ICSEO. The EUG, having grown weary of battle, has started to make attempts at peace. Asumi Amagi is the daughter of a hero admired by both sides of the conflict, therefore she has been chosen to be a figurehead for peace talks. She will command the Elysion, a brand new ship built as a symbol to foster peace. However, on the day of the Elysion's launching an attack by the ICSEO violently thrusts the ship along with her inexperienced captain into the conflict.

5.9

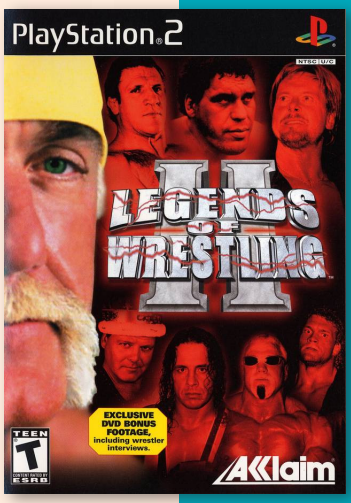
Legends of Wrestling II

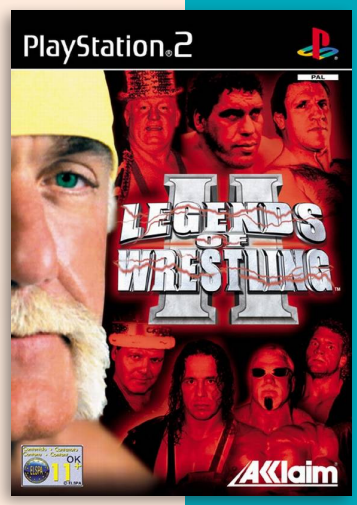
Developer	Acclaim
Publisher	Acclaim
Release date	(us) November 26, 2002
Genre	Sports
Mode	1-2 (8) Players

Legends of Wrestling II is the sequel to the 2001 game Legends of Wrestling. Legends II contains 25 wrestlers that were not in the first game, though also excludes Rob Van Dam, presumably because he had recently been signed to a WWE contract. The game did contain Eddie Guerrero, however, who, although unemployed at the time, re-signed with WWE when the game was released.

The sequel is enhanced and improved first part, in which players control a fighter or a party of them. There are several types of fights, including 6- and 8-man Elimination Bouts, Cage, Battle Royal, Ladder, Table and 3- and 4-way dances, also Body Slam Challenge with Big John Studd and tag-team tournaments with great teams such as The Road Warriors, Steiner Brothers, British Bulldogs, Nasty Boys, Rock-n-Roll Express and more.

Within Career Mode, the wrestler will be working for a specific promoter in each area. By winning the belt for that division and successfully defending it, said promoter will become available for purchase in Shop Mode. Note that the world region is only available after completion of all the American territories. Each territory has between 8-12 storylines chosen at random with a push of a button.





N P

Loveroot Zero: Kiss Kiss * Labyrinth

4.0

Developer	Dimple Entertainment
Publisher	Dimple Entertainment
Release date	(jp) April 28, 2010
Genre	Visual novel
Mode	1 Player

The game begins with the protagonist rejecting a confession of a classmate and then is transported to the labyrinth where the failed feelings of love go, along with the classmate and her best friend. She must now fight Zero, the monster of rejected love, along with her classmates and some new friends she'll meet on her way.

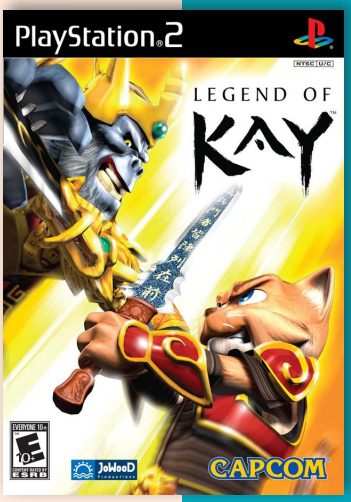
"psxdatacenter.com"

J

7.2

Legend of Kay

Developer	Neon Studios
Publisher	Bigben Int., Nordic Games, (us) Capcom, SCEA
Release date	(eu) March 4, 2005
Genre	Action-adventure
Mode	1 Player



Legend of Kay is action-platformer by German developer Neon Studios about a young warrior who tries to save his once-peaceful island from the gorillas and rats who have conquered it.

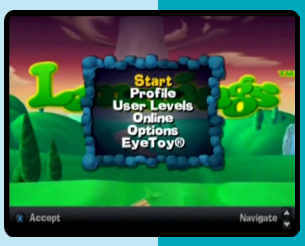
The fights in Legend of Kay are reminiscent of eastern martial-arts-movies. There are various moves the player can execute: uppercuts, back flips, somersaults, powerful magic attacks and there are combo moves. When players gain a combo, they can auto-aim at enemies, which makes it easy to execute double and triple blows. In the beginning there is only a sword, but later in the game Kay receives steel claws and a powerful war hammer. All weapons can be upgraded. Kay has to fight a lot of different enemies on the ground and in the air. There is a lot of jump-and-run action, puzzles and many fights.

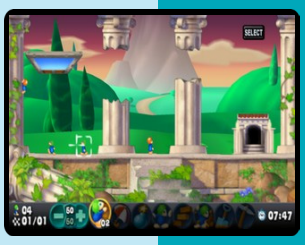
"mobygames.com"

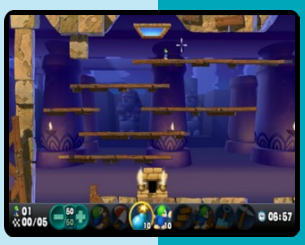
Lemmings

Developer	Team 17
Publisher	SCEE, (au) SCE Australia
Release date	(eu) October 13, 2006
Genre	Puzzle
Mode	1 Player

7.2







Lemmings is a remake of the original Lemmings published in 1991. The PS2 version of Lemmings is a port of the PSP version released earlier in 2006. The main difference is the optional use of the EyeToy camera as a direct way to influence the gameplay. Players has to stretch their limbs in the recorded picture to help the Lemmings. There are 20 new levels which specifically utilize this new control method.

vThe player's duty still consists of driving Lemmings, mindless beings, from the start of each level to the end of it. Various commands can or need to be given to the Lemmings. A minimum quantity of Lemmings is requested to be brought to the end of the level safe, extra ones saved will lead to a reward in terms of score.

"mobygames.com"

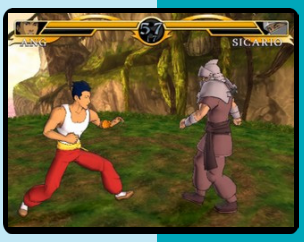
Legend of the Dragon

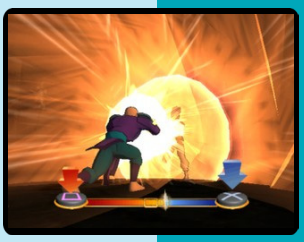
2.9

Developer	Neko Entertainment
Publisher	The Game Factory
Release date	(us) May 1, 2007
Genre	Fighting
Mode	1-2 (4) Players

Legend of the Dragon is a 3D versus fighting game that plays like a 2D versus fighting game. The game is based on the animated series of the same name and revolves around a battle between good and evil. Woo Yin an evil Zodiac Master plans to steel the powers of the twelve guardians of the Chinese Zodiac temples in his goal to rule over China.

The game offers eighteen playable fighters from the series each with their own moves. In addition to the kick and punch moves each of the characters can transform into a more powerful Zodiac avatar mode. Single player modes include quest (this mode also has a power-up system), quick fight, survival, time attack and ranking. Multiplayer modes include versus battle, tag battle and team battle. The game can be played with up to four players (two simultaneous) and features destructible terrain while fighting an opponent.





N P

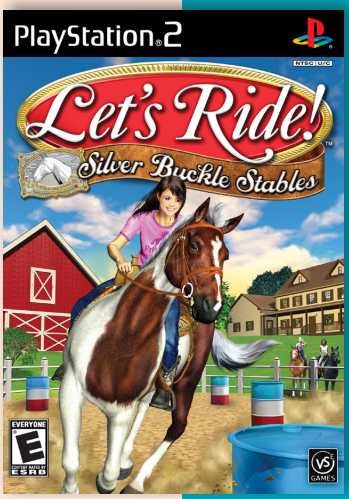
"mobygames.com"

5.5

Let's Ride: Silver Buckle Stables

Developer	Coresoft
Publisher	THQ, (au) ValuSoft
Release date	(us) March 14, 2006
Genre	Sports
Mode	1-2 Players

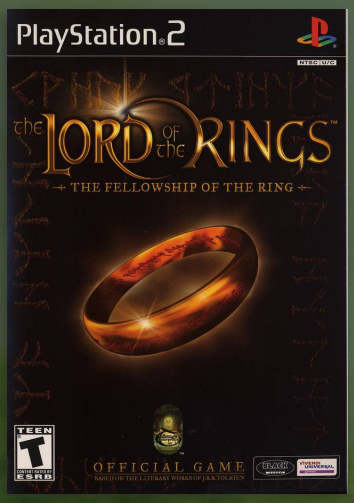
Players become the owner of a new horse farm called Silver Buckle Stables. They can choose their horse, pick out their riding outfits and accessorize their ride with saddles, ribbons, and more. Players can participate in multiple competitions and practice at the corral to perfect their riding technique to make it to the Equestrian Center where they can show off their skills to earn blue ribbons and additional buckles. Additional features include a horse creation feature (with hundreds of different manes and coats), personalized character customization, open world mini-adventures, and two-player secondary modes.



N P

"amazon.com"

5.9



The Lord of the Rings: The Fellowship of the Ring

Developer	Surreal Software
Publisher	Black Label Games
Release date	(us) October 16, 2002
Genre	Action-adventure
Mode	1 Player

The Lord of the Rings: The Fellowship of the Ring is a 2002 action-adventure developed by WXP Games originally for the Xbox.

The game is an officially licensed adaptation of J. R. R. Tolkien's 1954 novel, The Fellowship of the Ring, the first volume in his The Lord of the Rings. Although the game was released roughly a year after Peter Jackson's film The Lord of the Rings: The Fellowship of the Ring, and several weeks prior to his The Lord of the Rings: The Two Towers, it has no relationship with the film series. This is because, at the time, Vivendi, in partnership with Tolkien Enterprises, held the rights to the video game adaptations of Tolkien's literary works, whilst Electronic Arts held the rights to the video game adaptations of the New Line Cinema films. EA chose not to publish a game based on Jackson's Fellowship film, although they did incorporate some of the plot and footage into their 2002 Two Towers game, which was released a few weeks after Vivendi's Fellowship game.

Players take control of the Fellowship as they follow a path of evil to the steps of Mount Doom, in order to cast the One ring of Sauron back into the depths of the volcano, in turn destroying the evil that lies within it. This first in a trilogy follows Frodo and the fellowship as they begin their journey to Mount Doom, only to find that what lies ahead may be too much to handle. Unlike the movie trilogy, this adaption of the tale includes characters not seen on the big screen, including Tom Bombadil and others, as well as including many of the songs written by Tolkien as puzzles.

The Lord of the Rings: The Fellowship of the Ring is an action-adventure game played from a third-person perspective. The player controls one of three characters at various points in the game: Frodo Baggins, Aragorn, and Gandalf, each of whom has their own weapons and abilities. Frodo is the only character who can jump, shimmy along ledges and sneak. Only Frodo and Gandalf can push and pull items. Gandalf is the only character who has access to magic. Aragorn has the most health, is physically the strongest character and has more melee combat moves.

In combat, Frodo has access to three melee weapons at different stages in the game. Initially, he is armed with a walking stick. Later, he acquires a dagger, and finally, he can use the short sword Sting. Frodo can also throw stones, and can turn invisible for limited periods of time by using the One Ring. Aragorn is initially armed with a basic longsword, but later acquires Andúril. He also possesses a bow, and he can kick out at enemies. Gandalf uses his sword Glamdring and has several magical abilities, such as a fire attack, chain lightning and healing. The player can also switch to first-person view at any time during the game. This can help targeting when Frodo is throwing stones or Aragorn is firing arrows. Movement during first-person view is limited to strafing left and right.

When playing as Frodo,

there are two meters on screen. One represents his health; the other represents his "purity." As soon as Frodo puts on the One Ring, he begins to draw the gaze of Sauron, and his purity begins to diminish. If the purity meter empties before he takes the Ring off, he will become corrupted, and the game will end. Once he removes the Ring, the meter will begin to fill again. Gandalf also has two meters; health and magic spirit. As he uses magic, his spirit meter will begin to deplete. When it is empty, he can no longer cast spells. He can refill the meter by drinking miruvor. Aragorn has only one meter; his health bar.

The game features a number of collectible items. Often, they are quest items necessary for progressing in the story, but occasionally, the player can find health items; mushrooms for Frodo's health, cram bread and lembas for Aragorn and Gandalf, and miruvor for Gandalf's magic spirit.

The Xbox version of the game features secret areas in many levels, where special items can be found. The Ring itself helps guide the player to these locations as its on screen image begins to rotate when a player is near such an area; the faster the rotation, the closer the player is to the secret location. The Xbox version also features numerous side-missions absent in the other versions of the game.

The game was first announced on May 15, 2001, with publishers Sierra On-Line revealing it would be an Xbox exclusive title, developed by WXP Games, with some non-gameplay pre-rendered cutscenes to be made available at the upcoming E3 event. Sierra were keen to emphasize the game would be based wholly on J. R. R. Tolkien's 1954 novel The Fellowship of the Ring, and would have no connection to the upcoming Peter Jackson directed film adaptation of the novel. This was because Vivendi Universal Games, Sierra's holding company, owned the rights to video game adaptations of Tolkien's literary works, but Electronic Arts owned the rights to the video game adaptations of the New Line Cinema film series. Sierra's Fellowship game was slated for release early in 2002, and was set to be followed by an adaptation of The Hobbit, and shortly thereafter, adaptations of The Two Towers and The Return of the King, and an as-yet untitled MMORPG set in Middle-earth.

Originally, WXP planned for The Fellowship to be an RPG, but they soon came to feel this might alienate potential players, and as they wanted to attract as many people as possible to the title, including people who had never read the books, they decided to develop the game as a third-person action-adventure instead. At the time, Frodo was the only controllable character, with the other members of the fellowship featuring as NPCs, although the player was to have the choice as to which character(s) to fight alongside at each point in the game. The developers were also working closely with Tolkien Enterprises to ensure any action sequences or enemies that moved beyond the immediate events of the novel kept with the general tone of the narrative and were true to the spirit of Tolkien's legendarium.

WXP co-founder, Patrick Moynihan said in an interview; *"We want to create an incredibly immersive, interactive and accurate representation of Middle-earth. Tolkien is very descriptive in his books, right down to the color of a leaf or the hair on a Hobbit's foot. That's both a blessing and a curse - it's great to have so much descriptive detail, but it also means we have to nail it or people will look at the game and say, "That's wrong." There's a huge responsibility to get this aspect of*

the game right, because I know there are fans out there who will count the number of stairs in Moria to make sure we got it right."

Surreal Software lead designer, Todd Clineschmidt said; *"There's obviously a strong inherent fan base in place due to the massive popularity of the books. With the release of the Fellowship of the Ring movie, it's apparent that there is also a new generation of Tolkien fans who have emerged from that. Our aim is to immerse both the longtime fan of the novels and new Tolkien fans into Middle-earth. While the movie and its spin-off games are unable to cover all of the main key points found in the narrative, our game will contain them. Creating a game based on the actual narrative vs. a movie script means that the end result will be a much closer fit to the original. In other words, our game will give the complete story, true to the narrative, whereas the others may not."*

Discussing the technical aspects of developing the game for the Xbox, Patrick Moynihan stated *"Our realtime lighting and character skinning systems are running on the GPU using vertex shaders. This allows for some really fast, beautiful lighting effects and smoothly blended character animations. Pixel shaders are being implemented to create special surface effects including some fantastic-looking water with real reflections and waves. The realtime shadows are coming along nicely, and we have some spectacular volumetric fog and particle system tools in place. All these technical features are working in harmony to create a stunningly beautiful representation of Middle-earth."*

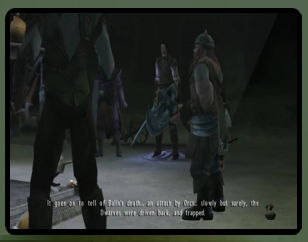
At E3 in May 2002, Vivendi announced the previously Xbox-exclusive Fellowship of the Ring game was also being developed for the PlayStation 2 and Windows. Both versions were being developed by Surreal Software. However, as with WXP's Xbox version, Surreal were working closely with Tolkien Enterprisers to ensure the game stayed within the parameters of Tolkien's fictional milieu. A non-playable E3 demo of the PlayStation 2 version featured combat from the Weathertop and Moria levels, showcasing the game's combat and graphics. Both the PlayStation 2 and PC versions were using a modified form of the Riot Engine from Drakan: The Ancients' Gates.

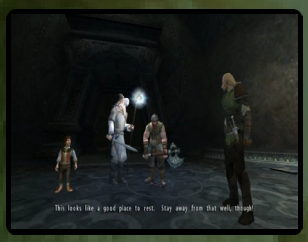
In June, Vivendi continued to push the fidelity of the game on all platforms by revealing the voice actors would be reciting over 5000 lines of dialogue taken verbatim from the novel. They also explained that as in the novel it is mentioned there are 200 steps at the entrance

to Moria, so in the game, there are exactly 200 steps. Previewing the PlayStation 2 version of the game, GameSpot's Gerald Villoria wrote *"Although the game is by no means a replacement for reading the books, those who have only watched the movie should look forward to seeing a vision of Tolkien that lies much closer to home."*

In August, Vivendi announced the game would be published by the newly created Black Label Games; a label which Ken Cron (Vivendi Universal Games CEO) stated *"will focus on delivering innovative, high-quality titles to satisfy the growing consumer appetite for increasingly sophisticated content."* The first playable versions of the game were shown at the ECTS in August, with the Weathertop level from both the PlayStation 2 and Xbox versions made available. Speaking of the competition between Vivendi's Fellowship and EA's Two Towers, IGN's Douglass C. Perry wrote *"the game looks to fulfill the dreams of diehard Tolkien fans who demand that their Tolkien be accurate to the books. The larger levels, various character changes, and attention to story detail will prompt buyers to weigh their decisions heavily before laying down their money on one or the other Tolkien games."* In September, just prior to the release of The Fellowship, Vivendi reiterated that more Middle-earth games would be coming soon; the already in development The Hobbit, the two sequels to Fellowship (both of which would feature online multiplayer) and two newly announced games; The Lord of the Rings: Middle-earth Online and The Lord of the Rings: War of the Ring.

The Fellowship of the Ring was met with mixed to negative reviews. In 2014, IGN included the game in their list of the "5 Worst Lord of the Rings Video Games."





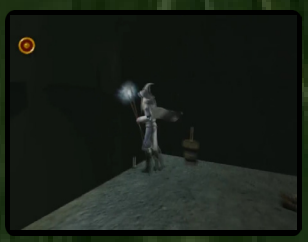
IGN's Douglass C. Perry scored the PlayStation 2 version 7.5 out of 10, writing *"the inclusion of chapters from the book skipped over in the movie, and the general variety of missions, spread out over the large landscapes work to its favor."* However, he was critical of the lack of an autosave feature, the implementation of the Ring, which he felt was completely optional, and the combat system, which he called *"basic and repetitive."* He concluded *"what this game has that the EA game doesn't have - chapters, characters and events from the book - is important to a Tolkien fan, and it warrants playtime [...] but without this license, this game is very, very average."* GameZone's Michael Knudson scored it 7.4 out of 10 arguing *"the game has a lot of potential, but a few gameplay quirks ruin it."* He concluded *"this game will only suit hardcore fans of the J.R.R. Tolkien series."* GameSpot's Brad Shoemaker scored it 5.5 out of 10 calling it *"an average adventure game with a high-profile license attached."* GameSpy's Bryan Stratton scored it 1.5 out of 5, comparing it unfavorably with the film; *"the reason that the movie worked was that Peter Jackson knew what to keep from the book, what to fast-forward through, and what to cut altogether. Fellowship doesn't have the benefit of so capable an editor."* Game Informer's Andy McNamara scored it 3 out of 10, writing *"There are so many things wrong with this one, it's hard to decide. For one, the story is delivered with all the emotion of a grade school play. This wouldn't be such a bad thing, if the gameplay weren't absolutely abysmal."*

The game sold over one million units across all platforms and was a commercial success. However, it was heavily outsold by EA's The Two Towers game, which sold almost four million units and received consider-

ably better reviews. In the United States, the computer version of The Fellowship of the Ring sold 230,000 copies and earned $7.8 million by August 2006, after its release in October 2002. It was the country's 91st best-selling computer game during this period.

Although the planned Hobbit game, Middle-earth Online and War of the Ring were all ultimately released, the two sequels in the Lords of the Rings trilogy were not. The first game, an adaptation of The Two Towers, was renamed The Lord of the Rings: The Treason of Isengard (a discarded title for the original Two Towers novel), so as not to cause confusion with EA's 2002 Two Towers game. Treason was first announced on April 24, 2003, with plans for a non-playable demo at E3 in May. The game was being developed by Surreal Software, who had handled the PlayStation 2 and PC versions of The Fellowship. Vivendi planned to release the game under the Black Label Games banner on Xbox and PS2, which had seen the highest sales of the Fellowship game. Vivendi also hired Daniel Greenberg, a self-professed Tolkien fanatic, to work on the game.

At E3, a non-playable demo was shown. Following the mediocre critical reaction to Fellowship, Surreal had built a new game engine from scratch. Additionally, the rigidly linear gameplay from Fellowship was replaced with a mixture of both linear and non-linear levels. Vivendi also announced that a secret playable character could be unlocked in the game, but only if the player performed very specific actions. They refused to say who the character was, however, saying only *"The secret character is not Gandalf, it's actually cooler than him."* The demo featured

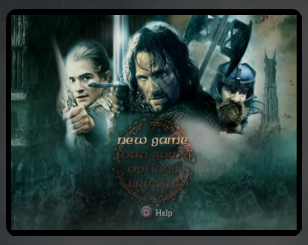


a level set in Fangorn Forest, with Aragorn, Legolas and Gimli fighting a group of Uruk-hai and orcs. In total, apart from the secret character, the game was to feature six playable characters; Aragorn, Gimli, Legolas, Boromir (in a flashback level), Sam and Gollum. Another new feature in the game was that the player-character often switched mid-level, adhering to the main point-of-view of the given moment in the novel. Multiplayer co-op was also available, and online multiplayer was said to be in the works. The character models were not the same as those used in The Fellowship, with considerably more detail for each character. In July, Vivendi revealed that Treebeard had been added as a playable character.

However, on September 12, Vivendi announced that both The Treason of Isengard and the Return of the King games had been cancelled. The official reason given by Vivendi was that Treason "was not shaping up as strongly as anticipated and would likely not satisfy the expectations of Tolkien fans." Vivendi reiterated that The Hobbit, Middle-earth Online and War of the Ring were all still on schedule. Andrew Shiozaki, senior brand manager of Vivendi Universal Games, commented that *"it was determined that The Lord of the Rings: The Treason of Isengard was not going to achieve the strict, but crucial, standards for our Tolkien games. With that, the decision has been made to cancel this title and focus on the remainder of the Tolkien lineup."* The game had been slated for a November 2003 release, and upon its cancellation, Surreal declined to comment.

The Lord of the Rings: The Two Towers

8.2



J N P

Developer	Stormfront Studios
Publisher	EA Games, (eu) Electronic Arts
Release date	(us) October 21, 2002
Genre	Beat-'em-up, Action
Mode	1 Player

The Lord of the Rings: The Two Towers is an action hack and slash game developed by Stormfront Studios for the PlayStation 2 and Xbox

The game is an adaptation of Peter Jackson's 2001 film The Lord of the Rings: The Fellowship of the Ring and his 2002 film The Lord of the Rings: The Two Towers, which was released shortly after the game. As it is not an adaptation of J. R. R. Tolkien's The Two Towers, the second volume in his Lord of the Rings novel, anything from the novel not specifically mentioned or depicted in the films could not be represented in the game. This is because, at the time, Vivendi Universal Games, in partnership with Tolkien Enterprises, held the rights to the video game adaptations of Tolkien's literary works, whilst Electronic Arts held the rights to the video game adaptations of the New Line Cinema films. EA chose not to publish a game based on Jackson's The Fellowship of the Ring film, instead incorporating some of the plot and footage into their The Two Towers game, which was released a few weeks after Vivendi's The Fellowship of the Ring game, a licensed adaptation of Tolkien's novel The Fellowship of the Ring.

The Two Towers is a hack and slash action game played from a third-person perspective. The game features levels taken either directly from scenes in The Fellowship of the Ring and The Two Towers films, or based closely on elements from the films. For example, the levels during the defense of Helm's Deep are very similar to the corresponding scenes in the film, but a level in Fangorn Forest in which the player fights orcs, Uruk-hai and trolls is original to the game. For most of the game, the player is free to play as Aragorn, Gimli or Legolas. In the game's main opening level, however, set at Weathertop, only Aragorn is playable. Isildur is also a playable character in a tutorial level set during the Battle of the Last Alliance. All subsequent levels can be played with any of the three characters. Often, the two characters not chosen as the player character will appear as supporting NPCs. Upon completing the game with all three

characters, the player can play through every level with Isildur.

Although all three characters have different weapons and combos, their basic fighting style is the same. Each character has a quick attack which does minimal damage and can be easily blocked, and a fierce attack, which does more damage, but is slower and leaves the player vulnerable to attack. Only fierce attacks can break enemy shields. Each character also has a ranged attack, a "killing move" (which can be used to instantly kill downed enemies), a parry (which can deflect enemy attacks), a knock back (which pushes nearby enemies away), a jump back (in which the player character jumps back away from the enemy) and a devastating attack (a charged fierce attack). Combos are an important part of combat, with each character having access to a unique list of combos, which are achieved by stringing specific button presses together. Additionally, each character is more skilled at a particular type of combat; Aragorn is the strongest and most balanced character, Legolas is better at ranged combat, and Gimli has strong melee and ranged attacks.

Combos, as well as health increases, and stronger ranged and devastating attacks must be purchased between levels in the skill upgrades screen. During each level, the player will be continually graded on the skill with which they dispatch enemies; "Fair", "Good", "Excellent" and "Perfect." The more skill with which the player kills, the more experience they acquire. The player's skill is measured by an on-screen meter which increases as the player dispatches enemies. To avoid the meter dropping back down, the player must avoid being hit, and must kill enemies using a variety of different methods. When a player reaches a Perfect level, all of their attacks increase in strength, and the experience from each kill is doubled. However, Perfect status only lasts for a brief period of time. At the end of each level, the player is then given an overall rating based on their performance, and awarded the corresponding number of upgrade points to spend on new combos and stronger attacks. The better the player has performed during the level, the more upgrade points that will be made available. Certain upgrades only become available for purchase once a player has reached a specific experience level.

Development of the game that ultimately became The Two Towers began in February 2000, at which time Electronic Arts were tentatively planning to publish a game based on, and coinciding with the release of the 2001 film The Fellowship of the Ring. New Line Cinema sent EA a copy of the script for Fellowship, as well as storyboards, concept art, and some very early trailers. In June 2001, by which time it had become apparent that a game based on The Fellowship was not going to happen, members of Stormfront Studios and EA Redwood Shores traveled to New Zealand to spend a week on the set, concentrating on the work being done for the 2002 film The Two Towers. Whilst in New Zealand, they also visited Weta Workshop, which were handling all of the special effects and props for the films. Several more visits to both the sets and Weta followed, and as late as July 2002, Stormfront remained in regular contact with the production team to ensure the game matched the finished film as closely as possible.

In an October 2002 interview with IGN, producer Scott Evans addressed why the development team had decided to make an action game, as opposed to a role-playing game, arguing, *"our core design goal was to immerse players in the world of Middle-earth and allow them to relive the most memorable moments*

of The Lord of the Rings films. We knew early on that the best way to deliver that to players was to center the game on an action experience."

Evans also explained that from the earliest stages of development, the team had access to rough cuts of the film, digital models and textures from the visual effects department, motion capture data, sound effects, soundtrack material, still photography from the set, Alan Lee and John Howe's pre-production concept art, and material from the props department. In the case of animating the character of Aragorn, the developers even had Viggo Mortensen and the film's swordmaster, Bob Anderson, came into the studio and perform some of the sword fighting techniques from the film, enabling the development team to recreate the physicality of the character exactly, frame by frame.

In an interview Scott Evans said; *"Probably the most intimidating aspect of embarking on this project was the sense that we had this incredible responsibility to deliver in an interactive format in the same way Peter Jackson had delivered in film. He has taken some of the most beloved literary works of all time and translated them into an epic film masterpiece that has created millions and millions of fans worldwide."* In a later interview Scott said; *"Peter Jackson's films have forever imprinted upon us how Tolkien's world should look, feel and sound. Our core design goal was to immerse the player into this world. We therefore wanted to blur the line between where the film ends and the game world begins. The cutscenes provided us a great vehicle to deliver that sense. We deployed a dedicated cinematic team at both Electronic Arts and Stormfront who spent an enormous amount of time massaging the elements of camera, special effects, animations and audio into seamless transitions from film to interactive gameplay and back again."*

The game was officially announced on February 19, 2002, when EA revealed that although it would be multi-platform, it was initially being developed by Stormfront Studios for the PlayStation 2. They revealed that players would be able to control Aragorn, Legolas and Gimli in full 3D environments taken directly from the films. On May 16, Ritual Entertainment advertised for staff to work on an unspecified Lord of the Rings game for Windows, to be published by EA. This was presumed to be a port of the PlayStation 2 version. At the E3 event in May 2002, EA made available a brief playable demo of the PlayStation 2 version, featuring gameplay from the final Helm's Deep level, with Aragorn as the playable character.

In June, EA revealed Stormfront had ninety people working on the game, and confirmed the game would feature levels from both The Fellowship of the Ring and The Two Towers, as well as both the voice acting and physical likenesses of the actors from the films. Additionally, everything from entire sets and locations to individual weapons and props were being recreated in the game, which was running on a modified version of the Legend of Alon D'ar game engine, with additional technology provided by EA Redwood Shores. EA also explained they had full copyright clearance to use the films' score and sound effects.

On July 24, EA announced the game would also be released for GameCube. Although it was being developed by Hypnos Entertainment rather than Stormfront, it would be a direct port of the PlayStation 2 version. On August 5, EA cancelled the Windows version when it became apparent that Ritual Entertainment would not be able to have it ready on time.

In September, EA revealed more information about the PlayStation 2 version, including a full list of levels. They also explained the game would feature a series of unlockable "DVD style extras," including exclusive interviews with Peter Jackson, Barrie Osborne, Elijah Wood, Ian McKellen, Viggo Mortensen, Orlando Bloom and John Rhys-Davies, which wouldn't be available anywhere else, and which would focus on the making of the game. In total, including footage from the film edited into the game, there would be about forty minutes of FMV content.

On October 4, shortly before the release of the PlayStation 2 version of the game, EA announced they would be making a sequel, to be released in roughly twelve months time, which would be closely based on Peter Jackson's as yet incomplete 2003 film The Lord of the Rings: The Return of the King. They also stated they had begun preliminary work on an as yet untitled RPG game based on all three films, slated for release in 2004 (this game would ultimately become The Lord of the Rings: The Third Age). On October 21, the same day the PlayStation 2 version

was released in North America, EA announced the game would also be coming to Xbox, set for release around the same time as the GameCube port. As with the GameCube version, the Xbox version would be a direct port of the PlayStation 2 version.

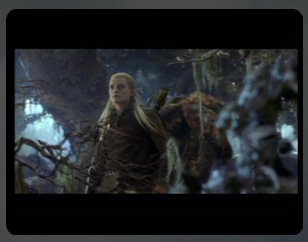
The game was a huge commercial success, selling almost four million units across all platforms, considerably more than Vivendi Universal Game's The Fellowship of the Ring, which sold just over one million units. The Two Towers also attracted considerably better reviews. By July 2006, the PlayStation 2 version of The Two Towers had sold 1.5 million copies and earned $65 million in the United States. Next Generation ranked it as the 28th highest-selling game launched for the PlayStation 2, Xbox or GameCube between January 2000 and July 2006 in that country. In the United States, it was the highest-selling Lord of the Rings game released in the 2000s for consoles by July 2006, and the highest-selling version of The Two Towers. The PlayStation 2 version also received a "Double Platinum" sales award from the ELSPA. The PlayStation 2 version of the game won "Outstanding Achievement in Visual Engineering" at the 2003 Academy of Interactive Arts & Sciences.

The Lord of the Rings: The Two Towers received "generally favorable reviews" across all systems; the PlayStation 2 version holds an aggregate score of 82 out of 100 on Metacritic.

Game Informer's Matthew Kato scored the PlayStation 2 version 9.25 out of 10, calling the gameplay *"every bit as fast and furious as Mark of Kri's, without some of the thinking involved."* IGN's Douglass C. Perry scored it 8.3 out of 10. Although he was critical of the game's length, he declared *"as a game on its own merits, The Two Towers is a solid beat-em-up that's definitely worth owning."* GameSpot's Ryan MacDonald scored it 8.1 out of 10. He too was critical of the length, but called the game *"a traditional action game with a terrific gameplay system that encourages you to battle it out like there's no tomorrow."* GameSpy's Benjamin Turner scored it 3.5 out of 5. He was critical of the FMV footage, and concluded *"The Two Towers isn't the best action game you'll ever play, but it is the best action game based on The Lord of the Rings. For fans looking for a way to play their favorite books or movies, this is the best bet at the moment."* Eurogamer's Kristan Reed scored it 7 out of 10. He had mixed feelings about the integration of film footage; *"the quality of these recreated scenes isn't always as good as it could be, thanks to some less than cutting edge rendering. That said, it's still a nice way of introducing a new scene."* His biggest criticism was that the game was too short, although he praised the *"DVD extras"* being linked to level progression. He concluded *"it's fun while it lasts, but requires relatively little skill."*

The PlayStation 2 version also received some non-video game publication attention. For example, The Cincinnati Enquirer's Marc Saltz-

man scored it 4.5 out of 5, calling it *"a solid pick - especially for players who enjoy nonstop action - that lives up to the expectations set by the movie."* Playboy scored it 88%, saying it *"should appeal to nerdy D&D chicks and foxy fantasy fans alike."* Entertainment Weekly's Geoff Keighly scored it a B+, calling it *"a gaming experience that works with - rather than exploits - the source material."* Maxim's Alex Porter was less impressed, scoring it 6 out of 10, and arguing *"the graphics and sound (enhanced by the actual voices of the movie's stars) [are] well-rendered and intricate [...] but players [will get] bored with repetitive thrusting and parrying."*



IGN's Hilary Goldstein wrote *"the Xbox version is inferior to the sharp and stunning quality of what was found on PS2. There's a ton of texture problems, poor contrast, and less detail than what's found on the PS2. That's not acceptable for a game coming out two months later and on a system that is easier to program for and can churn out incredible graphics with little effort."* GameSpy's David Hodgson scored it 3 out of 5, writing *"with the PlayStation 2 being all "inferior" to the Xbox's presumed power, and the two months of extra development time, surely E.A. must have added an extra aiming reticule for the archery, increased the frame rate from 30, sculpted a few more polygons on the main heroes and adversaries, and added reflections to the underwater orcs and other badly realized reflections. Well, don't bet on it, Bilbo. There are absolutely no differences between this, the GameCube, and the PlayStation 2 versions."*

IGN's Douglass C. Perry scored the GameCube version 8 out of 10. Comparing the game to the PlayStation 2 and Xbox versions, he wrote *"the textures are much more clean, the rough edges are all smoothed out, and the particle lighting effects are even slightly more radiant than before."* GameSpy's David Hodgson scored it 3 out of 5. He was critical of the length, and that it did not improve on the PlayStation 2 version; *"think that the extra two months you waited for the GameCube version of the game allowed E.A. to fix the sometimes-problematic archery aiming, increase the framerate from 30, add extra polygons to the characters and foes, and tweak the water reflections so they actually look realistic? Then you're smoking more pipe-weed than the whole of Hobbiton. There are literally no differences between this, the Xbox, and the PlayStation 2 offerings."*

8.5

JNP

The Lord of the Rings: The Return of the King

Developer	EA Games
Publisher	Electronic Arts, (us) EA Games
Release date	(us) November 5, 2003
Genre	Beat-'em-up, Action
Mode	1-2 Players

The Lord of the Rings: The Return of the King is a 2003 action/hack and slash video game developed by EA Redwood Shores for the PlayStation 2 and Windows. It was ported to the GameCube and Xbox by Hypnos Entertainment. The game is a sequel to the 2002 game The Lord of the Rings: The Two Towers.

The game is an adaptation of Peter Jackson's 2002 film The Lord of the Rings: The Two Towers and his 2003 film The Lord of the Rings: The Return of the King, which was released shortly after the game. As it is not an adaptation of J. R. R. Tolkien's 1954 novel, The Return of the King, the third volume in his Lord of the Rings trilogy, anything from the novel not specifically mentioned or depicted in the films could not be represented in the game.

Todd Arnold, senior producer of The Return of the King, stated that the game was not intended to re-tell the story of the film, but to allow the player to come as close as possible to experiencing the critical parts of the film for themselves. Levels were designed with this goal in mind, with just enough plot to give context to the player's actions. Liberties were thus taken with the plot, and critics noted there was little footage which could spoil the film for those who had not seen it. GameSpot's Greg Kasavin said *"if you didn't know anything about the story of The Return of the King, then the story of the game may be hard to follow, though you'll still get the gist of it."* However, he also advised, *"in case you don't want any aspect of the movie spoiled for you, it'd be wise to hold off on playing The Return of the King until after you've seen the movie."*

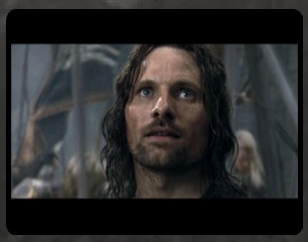
Described by the developers as a modern version of Gauntlet, The Return of the King is a hack and slash action game played from a third-person perspective. The game is very similar to its predecessor in basic gameplay. Each character has a quick attack which does minimal damage and can be easily blocked, and a fierce attack, which does more damage, but is slower and leaves the player vulnerable to attack. Only fierce attacks can break enemy shields. Each character also has a ranged attack, a "killing move" (which can be used to instantly kill downed enemies), a parry (which can deflect enemy attacks), a knock back (which pushes nearby enemies away), a jump back (in which the player character jumps back away from the enemy), a devastating attack (a charged fierce attack) and a special ability. Playable characters are Gandalf, Aragorn, Legolas, Gimli, Frodo and Sam, with Faramir, Pippin and Merry available as unlockable characters.

Each playable character has their own set of combos and attributes. After the end of each level the player can upgrade their characters' abilities and combos using experience points. The number of points available to the player depends on the efficiency of their kills. During each level, the player will be continually graded on the skill with which they dispatch enemies; "Fair", "Good", "Excel-

lent" and "Perfect." The more skill with which the player kills, the more experience they acquire. The player's skill is measured by an on-screen meter which increases as the player dispatches enemies. To avoid the meter dropping back down, the player must avoid being hit, and kill enemies using a variety of different methods. When a player reaches a Perfect level, all of their attacks increase in strength, and the experience from each kill is doubled. However, Perfect status only lasts for a brief period of time. A new aspect of Return of the King is that at the end of each level, rather than purchasing upgrades for the individual character, the player can also purchase "Fellowship" upgrades which apply to every playable character. However, characters will only be able to avail of a particular skill when they have reached the corresponding experience level.

A major change from The Two Towers is the interactive nature of the game environments. The player can operate machinery, for example bridges and catapults, to complete objectives, and use environmental objects as weapons, such as spears and cauldrons, to kill enemies. The levels are also twice the size of the largest level from The Two Towers and many are less linear. Unlike The Two Towers, The Return of the King features a co-op mode, allowing two players to play through the game together. The North American PlayStation 2 version also has an online multiplayer mode, with USB headset support, although this was removed from the European version of the game.

Following the success of the video game tie-in of The Two Towers film, an adaptation of The Return of the King was announced on 25 April 2003. While The Two Towers was released on the three major consoles (PlayStation 2, GameCube and Xbox) and the Game Boy Advance, The Return of the King was also set for release on PC. Executive producer Neil Young revealed playable characters would include Gandalf, Aragorn, Legolas, Gimli, Frodo, Sam and two to four unlockable characters. He also stated the characters' fighting styles would be much more differentiated from one another than they had been in Two Towers, and he explained the game would offer three separate story branches rather than one, but the player would be unable to complete the game or get to the final level by playing through only one branch. Young stated *"there are certain gates that prevent the player from progressing that might break the fiction, but that motivates them to essentially bring a party of characters through the game to its conclusion."*



EA debuted the game at the 2003 E3 event in May, announcing that compared to Two Towers, Return of the King had more playable characters, larger and less linear levels, multiple narrative paths, bigger and more intelligent bosses, interactive environments, and a co-op mode. Footage from the films and parts of Howard Shore's score would feature, and members of the film's cast would lend their voices and likenesses to the game On 15 May, a EA revealed they were working on having Gollum as a playable character, although this ultimately did not happen, except in the GBA version.

The developers called The Return of the King *"bigger and better"* than The Two Towers. *"In The Two Towers the player would occasionally run into 10 or 15 enemies,"* said lead game designer Chris Tremmel, *"in The Return of the King there are areas where the player faces up to 40 orcs [...] Fans familiar with The Two Towers will find that the combat experience in The Return of the King feels familiar but much deeper."* Before creating levels, the developers

would initially look at the script and determine what parts from the film to highlight in that particular level, and how to structure that event as a mission. They would then write in-depth level designs out on paper, going into details such as combat setup, special props and enemy types, all the while using the film as their main reference point. They would then create an animatic of the level, working out problems and fine-tuning design concepts. The levels would then be created in the game environment. The game is also graphically improved over The Two Towers. According to Neil Young, *"we've developed some new lighting techniques to allow the characters to look richer. We are pushing 2x the number of polys & 2x the texture density [...] we also stream our geometry and textures from the disc so the game has a much higher density of imagery."* Enemy AI was improved, and developers also spent a lot of time working on the sound of the game, which was THX certified.

Producer Glen Schofield stated the biggest challenge the developers were facing was *"just trying to match the breathtaking look and feel of the movies"*. Similarly, Neil Young said *"We wanted to make something that's authentic and true to the movie. The people on our team really care about making a game that aspires to more than just a sequel, they want to make this equivalent to the movie experience itself."*

EA Redwood Shores worked closely with New Line Cinema to make the games as authentic as possible, using the actual reference photos, drawings, models, props, lighting studies and motion capture data. EA's partner relations director, Nina Dobner said: *"Both New Line and the film production company in New Zealand are integrally tied into the entire development process of the game. Right from the conceptual stage down to the final production builds, their input is sought and listened to. We don't consider New Line a licensor, but more a true partner. As soon as we have the earliest storyboards and bare bones outline for a game, New Line are right at the table with me, giving their feedback. This is also the stage at which we introduce Peter Jackson, Barrie Osborne and the rest of the film production team to the key concepts and get their feedback. From here on, I meet with the actors, the film-makers and New Line on a regular basis to elicit feedback and new ideas as we move forward with the development. We are so deeply tied into the film production that we actually opened our own offices within the 3 foot 6 Weta offices in New Zealand during the pick-up shooting so we could be closer to the action and the assets."*

Dobner said that during development of the game, she traveled to New Zealand once a month with builds of the game for the filmmakers to play, and on which to give their feedback, and that in total, EA had acquired a quarter of a million different assets from the production. Schofield further pointed out *"we even hired the same stunt doubles from the movie to help us render the most realistic movements in the game."* Dobner also said *"we want the game to not just look like the films but to be exactly like the films."* She commented that no details in the game were made up; *"when we were reproducing Minas Tirith [...] we felt the team would benefit from being able to see and feel a piece of the actual movie set. Unfortunately, the set had already been dismantled. So, while in New Zealand, I searched the various warehouses to find remnants of the dismantled set. After much work, I returned to San Francisco proudly bearing four bricks from the Minas Tirith set."*

In the United States, the Window version of The Return of the King sold 240,000 copies and

earned $5.5 million by August 2006, after its release in November 2003. It was the country's 86th best-selling computer game during this period. In the United Kingdom, the PlayStation 2 version received a "Platinum" sales award from the ELSPA.

At the 2003 Spike Video Game Awards, Return of the King was nominated for two awards; "Best Animation" and "Best Game Based on a Movie". It lost in both categories, to Dead or Alive: Xtreme Beach Volleyball and Enter the Matrix, respectively. The game won in two categories at the DICE 2004 awards: "Outstanding Achievement in Character Performance: Male" (for Elijah Wood's voice role as Frodo) and "Outstanding Achievement in Sound Design". In 2014, IGN included the game in their list of the "5 Best Lord of the Rings Video Games."

The Return of the King received "generally favorably reviews" across all systems. As an adaptation, the game was praised by GameZone's Michael Knutson as "the best movie to game conversion that has come out in a long time" and by GameSpy's Raymond Padilla as setting *"a new standard for video game adaptations of movies."*

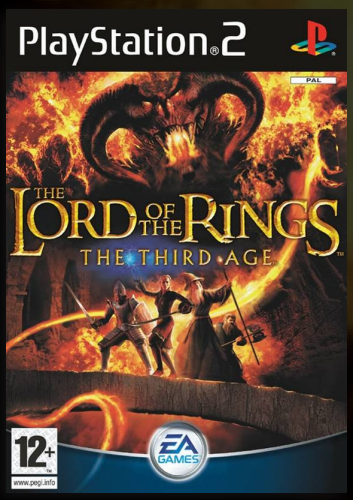
The graphics and THX-certified audio were lauded by critics. The game's animations, scenery, player models, cutscenes, music and voice acting were particularly well received. *"Sound effects used in the game will also blow you away,"* Knutson said, *"Everything from the explosions, swords clashing, hundreds of incoming enemies storming your way, all sounds like it came directly from the movie!"* GameSpot's Greg Kasavin noted that *"Frame rate issues do affect each version of the game, to varying degrees, and none of the character models for the main characters look all that remarkable,"* but conceded that *"all other aspects of The Return of the King's graphics are outstanding [...] The game's audio is even more effective than the graphics at conveying the intensity of the action."* Ian McKellen's narration of the game as Gandalf was also praised.

The game's combat was praised by most critics. Electronic Gaming Monthly's Crispin Boyer described the game as *"a thrill ride. And not just 'cause Return of the King unleashes larger hordes of foes than last year's equally slick Two Towers prequel. Many of Return of the King's levels actually force you to multitask while you hack and slash."*

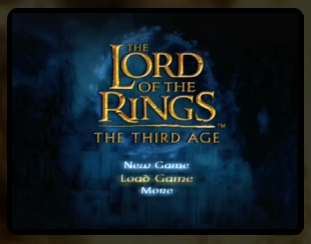
The Return of the King was criticized for its poor camera placement. *"What's the use of a new graphics engine and character models when the view is from so far away?"* asked Kato. Reed complained about *"camera switches which reverse the controls, or worse, completely obscure your viewpoint. On just about every mission the camera switching confuses the hell out of you."* The game's save function was also criticized. Ellis commented that *"You can only save after completing a level [...] which is not so good when you're forced to slog through the same sequences over and over again."* Critics also complained about the unskippable cut scenes, occasionally unclear objectives and relatively short length.

Despite the game's receiving general critical acclaim and selling well, Peter Jackson, director of the Lord of the Rings film trilogy, stated that the video game tie-in for his next film, King Kong, would not be developed by EA but by Ubisoft. Jackson's manager claimed that despite EA saying the filmmakers were heavily involved in the making of the game, the developers were not interested in Jackson's input on the game. Additionally, Jackson had played Beyond Good & Evil, and wanted to work with producer Michel Ancel, who was at Ubisoft.

7.3



The Lord of the Rings: The Third Age



Developer	EA Games
Publisher	EA Games
Release date	(us) November 2, 2004
Genre	Role-playing
Mode	1-2 Players

The Lord of the Rings: The Third Age is a 2004 role-playing video game developed by EA Redwood Shores for the PlayStation 2, Xbox and GameCube.

The game is a loose adaptation of Peter Jackson's Lord of the Rings film trilogy; The Fellowship of the Ring, The Two Towers and The Return of the King. As it is not an adaptation of J. R. R. Tolkien's 1954 novel The Lord of the Rings, anything from the novels not specifically mentioned or depicted in the films could not be represented in the game.

Although the main narrative of the game runs parallel to the narrative in the film trilogy, the plot is not intended as an original canonical story to fit into the plot as developed in the films. This is primarily seen insofar as the party are present during certain battles which in the films are solo fights, such as when Gandalf faces the Balrog in The Fellowship of the Ring or when Éowyn faces the Witch-king of Angmar in The Return of the King. The game also features events which don't take place in the films at all; such as a battle between the party and Gríma Wormtongue in Snowbourne, and another against the Eye of Sauron atop Barad-dûr. Throughout the game, Gandalf 'speaks' to Berethor by means of "Epic Scenes"; film clips which the player can collect and which feature original narration by Gandalf. These clips give context to much of the plot and serve to offer advice to Berethor of events in the wider world.

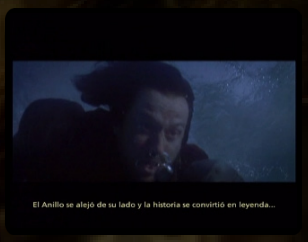
As with many role playing games, gameplay in Third Age is split into two different modes; third-person exploration through a 3D overworld, and combat mode, consisting of turn-based gameplay.

Progression through the game is built around "Quests." Every area features multiples quests which must be completed in order to progress to the next area. All areas also feature several optional sidequests which do not have to be completed for progression, but which can yield substantial rewards if they are. When the player is in third-person mode, the HUD displays a map with the current objectives (primary and secondary) marked on it. As the player moves through the environment, one of two icons can also appear on-screen. If the Eye of Sauron appears, it means the player has a chance to encounter a random battle; the darker the eye, the more likely a battle will occur. If a blue Palantír appears, it means the player is approaching a story battle; again, the darker the icon, the closer the player is to the battle. However, not every scripted battle is indicated beforehand by a Palantír icon.

The style of the games in the Final Fantasy series. The game's turn-based combat system is similar to Final Fantasy X's "Conditional Turn-Based" system (CTB), which replaced the "Active Time Battle" system (ATB) used from Final Fantasy IV to Final Fantasy IX. The primary difference between the ATB and the CTB is that in the CTB system, time pauses as the player selects commands, whereas

in the ATB system, time continues to pass. As such, in the ATB system, even when the player is selecting actions, the enemy can continue to attack. In the CTB system, however, the enemy will not attack the player until the player has had their turn. During battle, a "battle queue" is displayed on-screen. This shows the order in which the player's party and the enemy will take their turns. However, the order of battle can be changed by using abilities to slow down or stun the enemy, or speed up the player characters. Likewise, the enemies can increase their own speed and decrease the party's, again changing the order. The queue changes each time a turn is completed. The player can only have three active party members in any given battle, but in most battles, they are free to switch party members in and out of combat. Occasionally, the player will be joined by a fourth member, who is usually a character from the films, and is controllable for one or two battles only.

Battles are structured around the player selecting actions from the battle menu. Actions include options such as "Attack", "Change Weapon", "Item" and "Skip." Another feature of battling is "Perfect Mode." As the player successfully executes attacks on the enemy, their momentum meter will fill. When it is completely full, any member of the party can select "Perfect Mode" from the menu and execute a more powerful attack. Perfect attacks are general to the party, with any character able to execute any attack; they are not specific to each character. At the end of each battle, each member of the party receives experience points, based upon their actions during the battle. For example, if one character killed all the enemies, they will get more points than the others. If a character did not participate in the battle at all, they will get less points than those who did. Gaining experience points



leads to the characters leveling up. When a character levels up, they receive attribute points, which they can spend on their various attributes; Strength, Spirit, Constitution, Speed and Dexterity. Weaponry and armor also effect the level of each attribute.

Each character also has access to their own unique set of skills. Every character has four basic types of skill set; one based upon their primary weapon, another based around magic, another determining what attacks are available in Perfect Mode, and a fourth determining their passive skills. Depending on what "elf stones" they have equipped, any given character may also have skill sets relating to Lightcraft, Shadowcraft and Item Creation. For all skills except passive skills and perfect mode, the character can only learn new skills by performing the skills which they have already learned from that set a predetermined number of times. Each successful execution of a skill earns one skill point for the next skill. As the character advances, the choice of skills available to them increases, and they can choose what skill to learn next. Skill points for perfect mode and passive skills are attached to experience level rather than successful execution of skills.

The game also features a mini-game called "Evil Mode". As the player completes each area in the main game, that area becomes available to play in evil mode. In this mode, the player controls the forces of Sauron and fights against the main game's player characters. Each area features a set number of battles, between which the player cannot save. If the player successfully completes the battles in a particular area, special items are unlocked, and added to the player's inventory in the main game.

Electronic Arts first mentioned The Third Age as early as October 4, 2002, shortly before the PlaySta-

tion 2 launch of The Two Towers. EA announced they would be making a Return of the King video game, to be released in roughly twelve months time, as well as an as-yet untitled role-playing game based on all three films, slated for release in Fall 2004. Nothing more was heard about the game until April 27, 2004 when EA officially revealed the game was to be released on three current generation consoles, as well as the Game Boy Advance. They explained that rather than the hack and slash nature of the previous two games in the franchise, The Third Age, as it was now officially called, would be a turn-based RPG, with gameplay similar to that of Final Fantasy X and Final Fantasy X-2. They also revealed the game would be set in the world of the films, but the player would control new characters rather than existing characters already established, although key events in the films would appear in the game, thus allowing players to see familiar events from a new perspective. Additionally, the game would feature new missions, events and characters not taken from the films at all. They also mentioned that the game would feature an option to allow players to fight on the side of Sauron.

In an interview, executive producer Steve Gray said; *"Once we started work on The Third Age and knew that it would be a role-playing game, we began brainstorming on the most interesting way to tell the story that we all know and love while giving players a major role in the events. It's a delicate balance. You are playing as player-created characters who need to find their way through Middle-earth and participate in the story in interesting and meaningful ways, building and experiencing a story wrapped around the thrilling events of the New Line Cinema films. You travel on a sort of "S" curve that weaves in and out of the path of the Fellowship through the story of the trilogy. At times you'll be behind or "next to" them; at other times you'll be in the same time and place as members of the Fellowship."*

Development of the game had begun in mid-2002, when The Two Towers was still in development. Work intensified towards the end of 2003, with the release of The Return of the King. Executive producer, Steve Gray, who had worked on Final Fantasy VII and directed Parasite Eve for Squaresoft, explained he had wanted to make a Lord of the Rings RPG since the 1990s, but had never gotten the chance, until EA acquired the rights to the film trilogy.

As the game was under development, various ideas were rejected as the team settled on an approach. For example, initially, the developers planned to have an Active Time Battle combat system, before going with the Conditional Time Battle system. Another rejected idea was an auto-equip for weapons and armor, which would automatically equip the strongest piece of equipment. In tandem with this was an auto-allocation of experience points, whereby the game would choose to distribute points among the various attributes. Another rejected idea was that in Evil Mode, the good characters against whom the player would be fighting would replicate the actions taken by the player when they had played through the main game; the player's actions during the main game would be replicated by the AI controlled party. Eventually, however, this idea was scrapped and Evil Mode was simplified.

The game was first shown at the E3 event in May 2004. EA announced the game would be about five times as long as the Return of the King game. They also explained that although the game would be linear, and the player would not be free to go wherever they wished in Middle-earth, at most times during the game, optional sidequests would be available. The game would be divided into smaller chapters comprising three main story arcs; the journey from Rivendell through Moria to Lothlórien; the journey across Rohan to Helm's Deep, and the subsequent Battle of the Hornburg; and the journey from Helm's Deep to Minas Tirith, and the subsequent Battle of the Pelennor Fields. EA explained players would be given already developed characters, but customization and attributes would not be tied to character classes, so players would be free to have any character specialize in any mode of combat they wished. Each of the characters in the game was based upon a minor character or extra who appeared at some point in the films, and who was named by the production crew but never named on-screen.

The Lord of the Rings: The Third Age received "mixed or average reviews" across all systems.

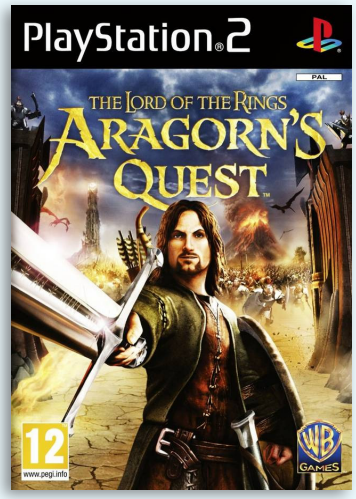
GameSpy's Raymond Padilla scored the game 3.5 out of 5, calling it *"a very solid RPG that dazzles in some places and disappoints in*

others." His biggest criticism was the plot and the characters; *"I don't care about the characters. I never really gave a damn if they lived or died as I was playing the game. I felt like I was given the minor league version of The Fellowship, with archetypes of characters I knew [...] Their names and stories seemed so irrelevant and uninteresting compared to the real thing."* However, he praised the graphics, calling the game *"a treat for the eyes and ears. The visuals are fantastic, much like the other The Lord of the Rings games. It's a phenomenal re-creation of Middle-earth that fans will totally drool over." He concluded "there are better RPGs on the market. There are better TLotR games on the market too. If you've exhausted all those possibilities, then give The Third Age a shot."*

GameSpot's Bethany Massimilla scored the game 7.7 out of 10. She was critical of the amount of Epic Scenes (which show clips from the films) in proportion to actual cutscenes; *"there's so much exposition being done by Gandalf that it seems to come at the expense of your characters [...] you are explicitly told what has happened and what will happen instead of actually seeing it happen, and it serves to somewhat distance the player from the whole experience."* However, she praised the graphics and sound.

IGN's Juan Castro scored the game 8.5 out of 10. He too praised the graphics, writing *"EA did a magnificent job of bringing the grandeur of Middle-earth into The Third Age."* However, he was critical of the difficulty, claiming *"from the moment they brandish a weapon in-game, RPG veterans will most likely tell that EA went to great lengths to make The Third Age as accessible as possible."* He also criticized the story, writing *"gamers will be hard pressed to find an ounce of character development throughout the entire adventure,"* and calling the characters *"soulless archetypes."* However, he concluded *"For the most part, The Third Age rips gamers from their living rooms and dumps them in a detailed rendition of Middle-earth. EA Redwood Shores has faithfully recreated everything from the glowing majesty of Rivendell to the murky depths of Helm's Deep. Suffice to say, this is one of the best looking games based on Tolkien's classic trilogy. But, as gamers everywhere know, looks aren't everything. It's one thing to have video games look as good as the movies they're based on, but what good is any of it if the actual gameplay isn't enough to keep you playing. Thankfully, this combat heavy RPG delivers the goods, although some die hard RPG fans may be put off by its overly streamlined approach."*

6.4



The Lord of the Rings: Aragorn's Quest

Developer	TT Fusion
Publisher	Warner Bros. Interactive Entertainment
Release date	(us) September 14, 2010
Genre	Action-adventure
Mode	1 Player

The Lord of the Rings: Aragorn's Quest is a 2010 action-adventure developed by Headstrong Games for Wii, and TT Fusion for Nintendo DS, PlayStation 2, PlayStation 3 and PlayStation Portable. The game was aimed primarily at younger players, offering a simplified and less violent version of the plots of the three films.

The game is an adaptation of Peter Jackson's Lord of the Rings film trilogy. Set fifteen years after the War of the Ring, the game features Samwise Gamgee telling his children of the adventures of Aragorn during the conflict; his stories form the majority of the game's content. Aragorn's Quest was the first Lord of the Rings game released by WB Games, who had acquired the rights to make games based on the New Line Cinema film series from Electronic Arts in 2009.

In game, the player takes control of Aragorn who fights orcs, trolls and other enemies using both his sword and his bow. Aragorn can block, use quick or strong sword attacks and shoot arrows and charge his bow for more powerful attacks. He can also use a variety of special moves, many of which are acquired as the game progresses. Defeating foes replenishes some health, and gives experience points and morale. Aragorn's morale is depleted by using some special moves. As in most RPGs, gaining experience results in leveling-up, which improve Aragorn's stats and rewards the player with points to use to learn previously acquired special moves. Pieces of equipment such as swords and belts can be equipped to increase Aragorn's prowesses.

The handheld and PlayStation 2 version of Aragorn's Quest follows the same story as the eponymous console version. In this version, however, the hobbits are only seen in cutscenes, and has no gameplay in the Shire, that serves as the game hub in the PlayStation 3 and Wii version of the game. The game also does not feature a two-player option. Also absent are the Shire levels. However, it includes an arena mode not featured in the Wii and PS3 versions, and levels set in Caradhras, at the Gates of Moria (including a battle with the Watcher in the Water), and in Dunharrow, areas not found in the Wii/PS3 versions. This version is played from an isometric three-quarter top-down view, and features stat-management and experience points to spend on special abilities. The Wii/PS3 version does not feature any kind of stat-management or experience points.

The existence of Aragorn's Quest was initially leaked on 20 May 2009 by the Entertainment Software Association in their list of titles to debut at the upcoming E3 event. The ESA write-up for the game stated, *"The Lord of the Rings: Aragorn's Quest is the first Lord of the Rings videogame created specifically for kids and their families with accessible gameplay set in a friendly, colorful rendition of Middle-earth. Players assume the role of Strider and embark on his greatest quests from The Lord of the Rings trilogy. The game offers authentic, action-oriented sword fighting,*

lancing and archery that all ages can play together." The game was officially announced by WB Games in a press release a week later, noting the game was being developed for the Wii by Headstrong Games, but would also be available for Nintendo DS, PlayStation 2 and PlayStation Portable, developed by TT Fusion. The release date was slated for Fall 2009.

Aragorn's Quest would be the first Lord of the Rings game released by WB Games, after they obtained the license for videogames based on the film series from Electronic Arts in March. In an interview with GameSpot, WB Games president Martin Tremblay also revealed the company had acquired the rights to make games based on the literary series as well (these right had previously been held by Vivendi Universal Games), meaning that in the future, Lord of the Rings games would involve WB Games, New Line Cinema and Middle-earth Enterprises (the first game released under this all encompassing agreement was The Lord of the Rings: War in the North).

The game was next shown in June 2010, at E3. Again, only the Wii version was on display, with the Minas Tirith level available to play. In an interview with GameSpot, Headstrong Games development director Steve Pritchard stated *"What [Warner] asked us to do was turn it into a much broader audience title, stop making it gritty, photorealistic film reference, [sic] and just open it up to a bigger audience. So we took a little bit of a different slant on it. We took a game that we felt was appropriate for a broader audience, but perhaps the violence of the films, we just took it away a little. So for this game, it's very much more family friendly, it's more colourful, but we tried to keep it where the core Lord of the Rings audience wouldn't be turned off by that, which is something we never want to do [...] The Lord of the Rings always will be huge. As a gaming ideal, it's sort of where everything else came from; it's a fantasy game, it's swords, it's bad guys, it's magic, it's everything that's basically core fantasy, and fantasy does have a huge part in gaming."*

GameSpot's Jane Douglas noted, *"framing the game with a bedtime-storytelling narrator is Headstrong's way of turning the relatively dark fantasy of classic Lord of the Rings into a family-friendly Wii game, with Sam playing up Aragorn's heroism and omitting grislier details."*

The game received mixed reviews. IGN's Craig Harris scored the PS2, PSP and DS versions 5 out of 10, criticising the *"mindless button-mashing action that feels more in line with a game like Gauntlet, but with only one character to control, no multiplayer, and incredibly shallow action mechanics."*

Lego Racers 2

5.8

J N P

Developer	Attention Software
Publisher	Lego Media, (eu) Electronic Arts, (jp) Taito
Release date	(us) September 27, 2001
Genre	Racing
Mode	1-2 Players

Lego Racers 2 is a Lego-themed racing game developed by Attention to Detail. It is the sequel to the 1999 game Lego Racers.

Following the first game, Rocket Racer issues a new challenge to find the best racer in the galaxy, summoning the greatest racers of all time to Planet Xalax for the Galactic Racing Championship. Players must prove their driving skills to qualify for the ultimate race on planet Xalax.

Unlike the original Lego Racers, the player has more “freedom”, because the player can race or drive freely, and there are other characters that the player can talk to. Lego Racers 2 also has, like in the original, a car and characters designer. It has more bricks but fewer characters to make and edit. In Lego Racers 2, up to 11 opponents can be chosen.

There are five large worlds, starting with the hometown, Sandy Bay. The player wins 4 races in Sandy Bay, then collects gold bricks to move on to Dino Island, Mars, Arctic, and finally Xalax. In Xalax, the player will face Rocket Racer, who when beaten, will hand over the title as the greatest racer in the galaxy. Each world is based on a particular theme. In addition to racing cars in the Racers product line, each theme is based on an actual series Lego sets, and includes parts of those sets.

Upgrades for players’ car may be obtained by winning mini games. There are two mini games per world, one on an easy level and one on a difficult level. There are three categories of upgrades available: Grip, which improves how well players’ car turns and how much their car slides; Power, which controls how fast players’ car goes and how much climbing power their car has; and Shield, which controls how much damage the car can take before being destroyed.

Powerups are various types of weapons that can be used while racing. Players obtain a powerup by driving over a white, spinning, glowing Lego brick. Persons in last place will receive the best powerups. Unlike Lego Racers 1, there are no power-enhancing bricks for their powerup.

Lego Star Wars

7.8

Developer	Traveller's Tales
Publisher	Eidos Interactive
Release date	(us) April 2, 2005
Genre	Action-adventure
Mode	1-2 Players

J N P

Lego Star Wars: The Video Game is a Lego-themed, action-adventure based on the Lego Star Wars line of toys, and the first installment in the Lego video game franchise developed by Traveller's Tales, which would develop all future Lego titles from that point on. It was first released on 29 March 2005, and is a video game adaptation of the Star Wars prequel trilogy: The Phantom Menace, Attack of the Clones and Revenge of the Sith, with a bonus segment from Star Wars.

Gameplay in Lego Star Wars is geared towards family play, and does not feature a game-over scenario. Given a specific set of characters in each scenario, based on a scene from each of the movies, up to two players can control them, using their different abilities. By walking up to another friendly character, the player can switch control over to that character; this interaction is necessary in order to use another character's abilities to complete certain puzzles. Studs can be collected by finding them, smashing or using the force on certain objects, or defeating enemies. Players lose studs (as opposed to lives) if their character is destroyed. These studs can be spent on unlocking new characters for Free Play mode. Certain segments of the game feature players controlling spaceships flying on a flat plane. There are also several minikit canisters hidden throughout each level that, when collected, combine to form a vehicle.

When the player first starts the game, they must first complete Chapter I of The Phantom Menace ("Negotiations"). However, once that Chapter is completed, the player may choose to play any unlocked levels from the other two movies in their desired order.

Completing all the game's levels with full stud bars will unlock an additional chapter based on the opening scene of A New Hope, which features a 'prototype' Darth Vader, who uses Anakin's fighting style, and a Stormtrooper whose movements are identical to the Clone Troopers (both of these are remodeled in the next game). The background music is the same music used in the Star Wars movies, but as the game was released before Episode III's soundtrack, music

from the original trilogy (1977, 1980 and 1983) was used for that movie's levels. For instance, the alternate soundtrack for the "Binary Sunset" was used in the second Chapter of Episode III, and "The Battle of Yavin" was used in Chapters I and III while "The Battle of Endor" was used in Chapter VI. In The Complete Saga, these tracks would later be removed and replaced with ones from Episode III.

Once a level has been cleared in Story Mode, the player may play through that level again in Free Play Mode. In this mode, players can choose to play through the level with their choice of unlocked characters randomly selected by the program based on their abilities. At any point, the player can rotate instantly between each of the chosen characters to access areas not accessible during the Story Mode and obtain hidden extras. No story cut scenes appear in this mode.

Dexter's Diner is the area where the player chooses what level to enter, or they can enter the Parking Lot to view any vehicles whose parts they have found and pieced together. The parts to these vehicles are contained in 10 mini-kit canisters which are hidden throughout each level. Battles often take place in the Parking Lot between canon-good and canon-evil characters, such as Jedi and Sith, respectively. At the diner counter, the player may purchase, or enter codes, to unlock extras in exchange for Lego studs they have collected by playing through the levels.

Lego Star Wars contains a total of 59 playable characters for LEGO Star Wars; 56 in the GameCube, PS2, Xbox, and PC versions. The three missing are Gungan, Tusken Raider, and STAP, playable in the GBA version, though the Gungan and STAP are only available through cheat codes. The playable characters are

modelled like actual Lego parts and, on dying, they fall to pieces and also lose studs. There is a wide variety of characters included in the game, all of which are unlocked by completing levels or by purchasing them at Dexter's Diner. Characters are divided into groups according to certain skills. For instance, Jedi and Sith can double-jump, use lightsabers, and have control of The Force, which they can use to activate or lift Lego objects or defeat certain enemies. Darth Maul has a double-ended lightsaber which improves his defence from laser fire. Jar Jar Binks, General Grievous and his bodyguard have the super-jump, which allows them to reach obstacles that the Jedi and Sith can not jump to. Characters like Padmé Amidala and clone troopers, who carry blasters, have the ability to grapple to reach higher places. Droids, while unarmed, can travel through the game without being intentionally attacked by enemy characters. Protocol droids and astromech droids can open special doors. Characters such as Boba Fett and Young Anakin can fit into tight places. Every character, other than the PK Droid and Gonk Droid (whose only ability is that they are never attacked by enemies) and Chancellor Palpatine, has a special ability.

Unlocked characters can be imported into the game's sequel, Lego Star Wars II: The Original Trilogy, as an extra called "use old save", which costs 250,000 Lego Studs, and can be used in its character creator function.

Because the game is based on the Prequel Trilogy (1999, 2002, 2005), Luke Skywalker, Han Solo, Lando Calrissian and other characters from the original Star Wars Trilogy (1977, 1980 and 1983) are not shown, and appear in the sequel Lego Star Wars II: The Original Trilogy. However, if the player unlocks the last level (an episode 4 preview),

Darth Vader, a stormtrooper, a rebel trooper and Princess Leia become available. Original trilogy characters Chewbacca, Obi-Wan Kenobi, Yoda, C-3PO, and R2-D2 are unlockable in the game since they appear in the prequel trilogy also.

In 2003, Traveller's Tales started the work on the game with assistance from Lego Interactive, who would also publish the game. After The Lego Group left the gaming industry and closed down Lego Interactive in 2004, a small team of former Lego Interactive employees went on to found their own publishing company, Giant Interactive Entertainment, and would be able to publish all future Lego titles, including Lego Star Wars: The Video Game. After the huge success of the game, Traveller's Tales downright bought Giant, and renamed them to TT Games Publishing.

Lego Star Wars was the thirteenth best-selling game of 2005. Figures released by The NPD Group show the PlayStation 2 version as the tenth best-selling single-platform title of 2005. The game's worldwide sales total exceeded 3.3 million copies in March 2006 and 6.7 million in May 2009. The PlayStation 2 version received a "Double Platinum" sales award from the ELSPA. By July 2006, the PlayStation 2 version had sold 1 million copies and earned $34 million in the United States alone. Next Generation ranked it as the 54th highest-selling game launched for the PlayStation 2, Xbox or GameCube between January 2000 and July 2006 in that country. It was one of The Best-Selling PS2 Games with more than four-fifths of the copies sold on the PlayStation 2.

Lego Star Wars received generally positive reviews. IGN rated the game 8 out of 10 saying, *"If you're a parent, LEGO Star Wars: The Video Game should be at the top of your child's birthday list. It has everything a family-oriented title needs: it has personality, puzzles, cooperative modes, replay value, low violence, a lack of frustrating difficulty, and most importantly, it has Darth Vader. And that's what makes it enjoyable for adults too, because let's face it; Darth Vader makes everything better -- it's a fact."*

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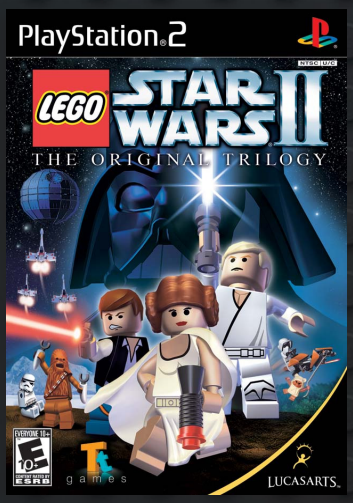

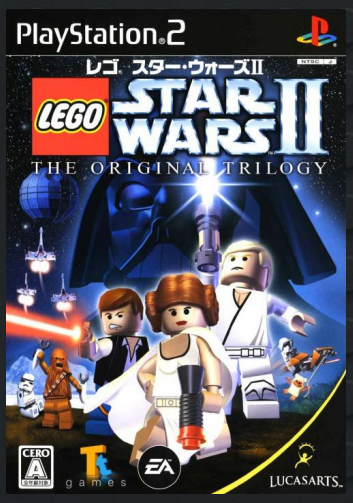

JNP

Lego Star Wars II: The Original Trilogy

Developer	Traveller's Tales
Publisher	LucasArts, (jp) Electronic Arts
Release date	(us) September 12, 2006
Genre	Action-adventure
Mode	1-2 Players

Part of the Lego Star Wars series, it is based on the Star Wars science fiction media franchise and Lego Group's Star Wars-themed toy line. It follows the events of the Star Wars films Star Wars, The Empire Strikes Back and Return of the Jedi.

Lego Star Wars II's gameplay is from a third-person perspective, and takes place in a 3D game world that contains objects, environments and characters designed to resemble Lego pieces. Its gameplay — a combination of the action-adventure, platform, and sometimes puzzle genres — shares elements with that of Lego Star Wars: The Video Game. While Lego Star Wars followed the events of The Phantom trilogy, Lego Star Wars II is based on the original trilogy. The game comically retells the trilogy's events using cutscenes without dialogue. The player assumes the roles of the films' characters, each of whom possess specific weapons and abilities. At any time, a second player can join the game, by activating a second controller. During gameplay, players can collect Lego studs, the game's currency. The player has a health meter, which is displayed on the game's heads-up display. The player's health is represented by four hearts; when these hearts are depleted the player dies and a small amount of their studs bounce away. However, they instantly respawn and can often recollect the lost studs.

The game's central location is the Mos Eisley cantina, a spaceport bar on the planet Tatooine. At the counter, the player may use their Lego studs to purchase characters, vehicles, gameplay hints and extras, or activate cheat codes. In a small area outside the cantina, players may view collected vehicles. The game is broken into levels, which are accessed from the cantina; each film is represented by six levels, representing key locations and scenes in that film. The locations include Hoth, Bespin, Dagobah, Tatooine, the Death Star, and Endor. The game also features bonus levels. During levels, the player defeats enemies, builds objects out of Lego bricks and drives vehicles. Certain levels are played entirely while piloting vehicles, including a TIE fighter, a Snowspeeder, and the Millennium Falcon. Levels must first be played in Story Mode. This unlocks the next level as well as a Free Play mode for the recently completed level. Gameplay is identical in the two modes. However, Story Mode restricts playable characters to those followed in the film scenes the levels are based on, while Free Play offers all those unlocked. Levels can be replayed in either mode to collect studs and secret items.

Three types of secret items are available: gold bricks, minikits, and power bricks. Within each level is hidden one power brick. When a power brick is collected, its corresponding extra, such as invincibility or stud multipliers, becomes available for purchase. Each level also contains ten hidden minikits, that is, ten pieces of a Star Wars vehicle. When all ten have been collected, the player is awarded a gold brick. Collecting a certain number of gold bricks unlocks free rewards, such

as a spigot that spews out studs. Gold bricks are also awarded when levels are completed, and when a predefined number of studs is accumulated in a level; ninety-nine gold bricks are available. The vehicles represented by the minikits are displayed outside the cantina. As each vehicle is completed (all ten minikits collected), it becomes available for play in a bonus level.

Over 50 characters from the films are playable over the course of the game, including variations of Luke Skywalker, Princess Leia, Han Solo, Chewbacca, Lando Calrissian, R2-D2, C-3PO, Darth Vader, Wicket the Ewok, and Boba Fett. Character abilities have a greater role in Lego Star Wars II than in Lego Star Wars. Certain characters armed with guns can use a grappling hook in predesignated areas. Characters wielding lightsabers can deflect projectiles, double jump and use the Force. R2-D2, C-3PO, and other droid characters are needed to open certain doors. Small characters like the Ewok and Jawa can crawl through hatches to reach otherwise inaccessible areas. Bounty hunters, such as Boba Fett, may use thermal detonators to destroy otherwise indestructible objects. Sith, like Darth Vader, can use the Force to manipulate black Lego objects. Some characters have unique abilities; for example, Chewbacca can rip enemies' arms from their sockets, Darth Vader can choke enemies with the Force, Princess Leia possesses a slap attack, and Lando Calrissian can use a kung-fu-like attack. Special abilities are often necessary to unlock secrets, and story mode does not always provide characters with needed abilities. This means that some secrets can only be found in free play mode. The player can unlock the "Use Old Save" extra, which imports all unlocked characters from Lego Star Wars for use in free play; however, a Lego Star Wars saved game must be present on the same memory card that contains Lego Star Wars II's save data.

Players can create two customized characters in the Mos Eisley cantina. These characters can be built using both miscellaneous parts and those of unlocked characters; 2,258,163,204 combinations are possible. Entering two cheat codes, publicized by IGN, makes pieces for a Santa Claus character available. The game generates names for the characters based on the pieces used (for example, a character made from pieces of Darth Vader and C-3PO might have the name "Darth-3PO"); alternately, the player may create a name.

Lego Star Wars II was created by the Cheshire game developer Traveller's Tales. LucasArts — busy with other projects — had deferred publishing of Lego Star Wars to Eidos Interactive, but regained the *"necessary resources"* to publish its sequel alongside TT Games Publishing.

The game uses a modified Lego Star Wars engine. However, many gameplay improvements were made over its predecessor, most notably camera angles and movement. Camera movement in co-op was a specific point of concern, as LucasArts received critical feedback from fans over this issue. Traveller's Tales looked to expand upon the concept of levels completed entirely in vehicles. These "vehicle levels" were explored more thoroughly in Lego Star Wars II than in its predecessor. In response to complaints from fans, LucasArts and Traveller's Tales granted the ability to build bricks to all non-droid characters. Character customization, an entirely new concept, was considered a significant improvement over the original game, and is one of three features highlighted on the game's final back cover. Tom Stone, director at Traveller's Tales, stated of the various improvements made over the

original game: *"We were surprised and, of course, delighted that the original game was played and enjoyed by so many people ... And with all of the new improvements and features along with the Original Trilogy we're implementing into LEGO Star Wars II, we're confident that the new game has what it takes to entertain even more gamers than before."*

The designers attempted to recreate the films' characters and events in a *"cute"* way. Assistant producer Jeff Gullet said that, in the game's recreation of a Return of the Jedi scene where Luke Skywalker *"jumps off the plank ... and somersaults onto the skiff"*, Skywalker *"performs an all-out acrobatic routine with all sorts of jumps from the plank. It's hilarious"*. LucasArts producer David Perkinson said, *"unless you've got the heart of the Emperor, you are going to chuckle at many of [the characters] the first time you see them – you just have to. They're so darn cute!"*

On 2 February 2006, images of the game were leaked to the Internet. However, they were quickly removed, and LucasArts, if telephoned, did not confirm or deny the game's development. The game was formally announced on 10 February, at American International Toy Fair 2006. Because the original Lego Star Wars had been well received commercially and critically, selling 3.3 million copies by March 2006 and winning several awards, its sequel was highly anticipated by both fans of the original game and video game publications such as IGN and GameSpot. Shortly before the game's release, promotions were set up at chain stores across the United States, including Toys "R" Us, Wal-Mart, Target, Best Buy, GameStop, and Circuit City.

Upon release, Lego Star Wars II was positively received by critics, who praised its portrayal of the films' characters and events. Nintendo Power staff writer Chris Shepperd claimed that *"[t]he adorable LEGO adaptations also led to some hilarious story moments: the 'I am your father' scene from The Empire Strikes Back is priceless"*. Reviewers from GameSpy, 1UP.com, GameSpot, IGN, and PlayStation: The Official Magazine offered similar opinions. Shepperd and Variety's Ben Fritz called the game *"adorable"*.

The game was praised as a result of reviewers' preference of the original trilogy over the prequel trilogy. Andrew Reiner of Game Informer said that *"comparing [the prequel trilogy] to the films in the original trilogy is similar to comparing Jar Jar Binks to Han Solo"*. Shepperd praised the level design of Lego Star Wars II, and called its predecessor's environments *"sterile"*. These views were echoed by reviewers from 1UP.com, Variety, GameSpot, GameSpy, Official U.S. PlayStation Magazine (for the PlayStation 2), and BusinessWeek.

Critics were divided on the game's level of difficulty. Fritz claimed that, though Lego Star Wars II provided only a *"short journey"*, it was *"loads of fun"*. GameSpot's Ryan Davis estimated that it could be completed in six hours, but praised its bonus content. GameSpy and 1UP.com's reviewers thought similarly. A review by USA Today's Brett Molina claimed that *"[t]he game's difficulty is balanced well enough so kids won't feel too frustrated while older gamers will still find a solid challenge"* and gave the game an overall score of 8 out of 10. Official Xbox Magazine's review praised its *"weird puzzles"*. IGN's Jeremy Dunham and Reiner were more critical of the perceived low difficulty.

Lego Star Wars II won and was nominated for numerous awards, and ranked on several video game lists. The official Star Wars website declared Lego Star Wars II to be the best Star Wars-related product of 2006. The game won iParenting Media Awards' "2006 Greatest Products Call", and was placed on Reader's Digest's September 2006 "5 Things We Don't Want You to Miss" list, Time magazine's list of the top ten video games of 2006, and GameSpy's PC "Game of the Year" list. It received the 2006 Game of the Year award from Nick Jr. and from IGN (for PC games only). It won Spike TV Video Game Awards 2006's "Best Game Based on a Movie or TV Show", and "Best Gameplay" from the British Academy of Film and Television Arts's 3rd British Academy Video Games Awards. It received BAFTA nominations in three other categories, including "Best Game". The editors of Computer Games Magazine named Lego Star War II the fifth-best computer game of 2006, and called it *"a superb action/adventure, one with [...] an almost puppy dog-like insistence that you love it."*

LA BATALLA CONTINÚA PIEZA A PIEZA

SIENTE LA FUERZA DE LA TRILOGÍA ORIGINAL

UNE LAS PIEZAS DE TUS PERSONAJES FAVORITOS

CREA Y CONDUCE TUS PROPIOS VEHÍCULOS

EL 12 DE SEPTIEMBRE, QUE LAS PIEZAS TE ACOMPAÑEN.

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7.7

Lego Indiana Jones: The Original Adventures

Developer	Traveller's Tales
Publisher	LucasArts, (jp) Activision
Release date	(us) June 3, 2008
Genre	Action-adventure
Mode	1-2 Players

Lego Indiana Jones: The Original Adventures is a Lego-themed action-adventure developed by Traveller's Tales and published by LucasArts.

The game follows the storylines from the original Indiana Jones films: Raiders of the Lost Ark, Temple of Doom, and Last Crusade. However, the developers modified the storylines in order to fit the movies into six subsections per movie. Barnett College, Dr. Indiana Jones' teaching location from Last Crusade (but which is known as "Marshall College" in Raiders of the Lost Ark and Kingdom of the Crystal Skull), serves as the main hub of the game, and different maps on the walls allow access to each of the missions, extra unlockable content and options are found in the different classrooms. Once a player chooses a mission, a cutscene begins that introduces the section of the movie being played. Notable scenes have been recreated from the movies, such as the memorable boulder escape and the battle on the rope bridge, or Walter Donovan choosing the incorrect Holy Grail.

New features were added to the gameplay from the Lego Star Wars series, such as the ability for the player to interact with objects in their environment, e.g. bottles, swords and guns. Players can also build and ride vehicles. The game also incorporates character phobias from the films; for example, if Indiana Jones sees a snake, Willie sees a spider or Henry Jones Senior or Elsa see a rat, they will be frozen with fear and have limited movement capacity until the animals are either dead or out of range. Also, new melee attacks, such as the Whip snag (trips enemies), have been added.

There are 82 (standard) playable characters in total, 23 characters which are given to players in the story, and 59 characters which may be purchased from the in-game Library. Then, there are the two custom figures which can be made by the players, and the bonus character Han Solo (much like Indiana Jones was a playable character in Lego Star Wars: The Complete Saga). A few other characters can also be played with the "Secret Characters" extra on, only playable on certain levels (such as Santa Claus in "Into the Mountains" or Dancing girl 2 in "Shanghai Showdown". Each character featured in the game has his/her own unique ability, which are required to access new areas when replaying a level in Free Play mode. Lego Indiana Jones allows players to mix and match parts to customise characters and make their own creation like "Belloq Jones" or "Colonel Toht".

LEGO Indiana Jones also allows players to customise characters and make their own creation. In addition, players can play as their custom creation in the Art Room to test their character's abilities. However, all custom characters have the Whip ability, which may clash with their custom character's appearance.

The music from the films was used in this game, but also some music was extracted from The Young In-

diana Jones Chronicles e.g. “Attack of the Hawkmen” or “Daredevils of the Desert” or “Masks of Evil”, etc. They were placed in various spots such as Indy and Satipo approaching the temple in “The Lost Temple”, or when Indy, Willie and Short Round are preparing the mine cart in “Escape the Mines” or when Indy is finding the true Grail in “Temple of the Grail”. The early year trilogy soundtrack would be used in Lego Indiana Jones 2: The Adventure Continues.

It was initially reported that the game would allow up to four players in co-operative mode, but this later turned out to be a miscommunication. While four characters may be visible on the screen, only two can be controlled by players.

Reviews for the game were generally positive. IGN gave the PS2 game an 8/10 which is similar to the Lego Star Wars games. X-Play gave it a 4 out of 5, saying that it has everything that a fan of the films could want, but it is not as fun as Lego Star Wars. Official PlayStation Magazine UK gave the game an 8/10, praising the immersive nature of the game, and praising the series’ choices of source material. Official Nintendo Magazine gave the game 82%, just about the same as Lego Star Wars, saying it was very similar and not much has improved. Also, the magazine stated that, *“In general, this game could possibly be one of the greatest games ever.”*

7.7

JNP

Lego Batman: The Videogame

Developer	Traveller's Tales
Publisher	Warner Bros. Interactive, (jp) Activision
Release date	(us) September 23, 2008
Genre	Action-adventure
Mode	1-2 Players

Lego Batman: The Videogame is the first Lego Batman video game. The game is based on the comic book character Batman and the Lego Batman toy line, who also handled marketing and financial aspects of the game.

The game is similar to the Lego Star Wars series and Lego Indiana Jones: The Original Adventures, in that it is both a game based on a licensed property, and has environments, objects, and creatures made out of Lego. However, Lego Batman is the first to have an original story. The game features Batman and Robin fighting crime and villainy in Gotham City. Batman's most dangerous foes have all escaped from Arkham Asylum and divided themselves into three groups of five, each led by a "clever" and well-known villain with plans to achieve a personal goal:

The core gameplay of Lego Batman is similar to that of previous Lego video games, such as Lego Indiana Jones: The Original Adventures and the Lego Star Wars series. The player controls any one of a wide assortment of characters from a third-person perspective, primarily fighting enemies, solving puzzles, and collecting Lego "studs", the game's form of currency. Using attack combinations in combat will multiply the amount of studs earned. The game is set in Gotham City, with mainly realistic environments. Only interactive objects are made of Lego bricks. Occasionally, players must assemble Lego objects to proceed further in the level, cross obstacles, or unlock new suits. Players are able to fight on land, sea, and in the air, using a number of character-controlled vehicles, including the Batmobile, Batboat, and Batwing. New moves to the series first featured in Lego Indiana Jones: The Original Adventures are featured in this game. New abilities introduced in this game include picking up and carrying enemies and walking on tightropes across buildings. Up to two players can play in co-operative mode.

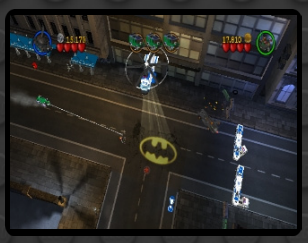
There are thirty levels in the game (fifteen for the heroes and fifteen for the villains) as well as some secret levels, including Wayne Manor and Arkham Asylum. There are many different environments in the game, usually based upon the villains' crime styles, including an ice cream factory, a garden center, the Gotham sewers, and Gotham's seedy underbelly. The game is divided into chapters, each containing five levels. Chapters are divided equally between heroes and villains. Completing a hero chapter will unlock the corresponding chapter for the villains. As in previous Lego video games, levels are unlocked for "Free Play" mode once they are completed in Story Mode. "Free Play" allows the player to replay any level they have completed, but with any characters they have unlocked so far. This permits access to special areas containing additional collectables, where the player was unable to get to before. This is unlike Story mode, in which the player may only switch between the two characters involved in that scene.

The level hub for the heroes, similar to the Mos Eisley cantina in Lego Star Wars and Barnett College in Lego Indiana Jones, is the Batcave, where the player can purchase additional characters and view unlockables. The corresponding hub for the villains is Arkham Asylum, where players can create their own character using parts from characters already unlocked, as well as a limited array of weapons.

Individual characters are able to use many unique abilities related to their comic book powers and talents. For example, the Joker is able to attack enemies and activate machines with a hand buzzer, and the Penguin can glide with his umbrella.

Players are able to swap the costumes of each of the main heroes (Batman, Robin, Batgirl, and Nightwing) with many differing ones, each containing unique abilities and different color schemes. Batman starts in a classic grey suit, while he and Batgirl can wear the Glide suit that lets Batman/Batgirl fly for a short time, the Sonic suit that can break glass, the Demolition suit that lets Batman/Batgirl set down bombs and detonate them, and the Heat Protection suit that lets Batman/Batgirl survive in extremely hot temperatures). Robin and Nightwing can wear the Technology suit that can activate Tech panels, the Water suit that lets Robin/Nightwing go underwater, the Magnet suit that lets Robin/Nightwing climb up magnetic walls), and the Attract suit that can vacuum up loose Lego pieces and turn them in for bonuses. Devices providing these suits must be built with Lego bricks during Story Mode, but when the player finds those suits, they will be linked to their corresponding characters in "Free Play" mode.

The Hush character can be unlocked after finding all 25 hostages in the villain and hero levels (excluding the Vehicle Levels). Once the game reaches 100%, the Ra's al Ghul character can be purchased and used as a playable character; and the Azrael, Huntress, Black Mask and Spoiler characters can be created in the character creator.



An early build for the PlayStation 2 console was shown at certain conferences (such as at Game On in London) by TT Games Publishing's Head of Production Jonathan Smith, with a small playable area featuring the same HUD as Lego Star Wars II: The Original Trilogy. DC Comics had an input into the game, providing the developers with reference materials for the game's characters.

Lego Batman received generally favorable reviews from critics upon release. IGN gave the game a 7.7 stating that while the game has plenty of replay value, it also retains problematic elements from the previous games in the series and does not necessarily add anything new. In a review for PC Gamer, John Walker noted that the large number of locations in Gotham as a *"welcome improvement"* over Lego Indiana Jones: The Original Adventures. Combat is styled in the manner of the 1960s Batman series, and the game includes clever puzzles. The drawbacks mentioned include the fixed viewing perspective and the frequent respawning of opponents. *"Iconic characters, such as Clayface and Robin, have been turned into village idiots,"* writes Ben of Game Informer who nevertheless later adds, *"this game is filled with cool playable characters... Nightwing, Harley Quinn, Joker, Killer Croc, Bane, Catwoman, and Man-Bat only scratch the surface of the game's catalog of great characters."*

As of May 2012, the game has sold over 11 million copies worldwide.

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Strong Sexual Content
Use of Alcohol
Nudity

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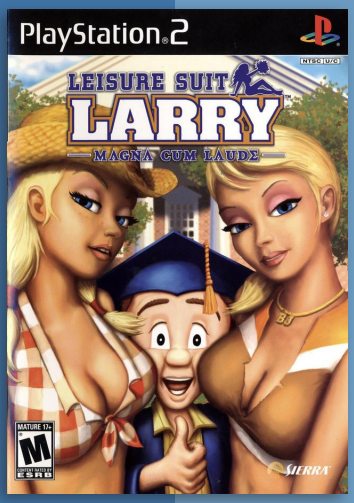

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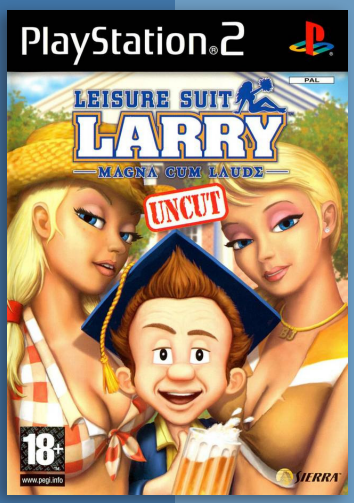


N P

Leisure Suit Larry: Magna Cum Laude

Developer	High Voltage Software
Publisher	Vivendi Universal Games
Release date	(us) October 5, 2004
Genre	Adventure
Mode	1 Player

Leisure Suit Larry: Magna Cum Laude is part of the Leisure Suit Larry series. The game introduces a new main character, Larry Lovage, as Larry Laffer's nephew.

Larry Lovage is a student at Walnut Log Community College whose purpose is to get on a dating TV show called "Swingles". Uma Yasmine, the hostess of the show won't allow Larry on the show until he will prove his seductive wits by obtaining "tokens of affection". Sixteen college girls will conveniently be at his disposal. His aging uncle, Larry Laffer, from the original games, provides brief advice and appears at a local bar. Larry also must outsmart a sorority house and a fraternity house, known as Dio, where they recite lines that are actually modified lyrics of Black Sabbath songs.

A brief subplot involves the college's arena football team going against a rival team known as the Maiming Maggots. However, the college's team name is a running gag because it is obscured by objects, only revealing it as Flaming Fa-. The final scene shows the team name is actually the Flaming Fantasticks after the Swingles van leaves the school.

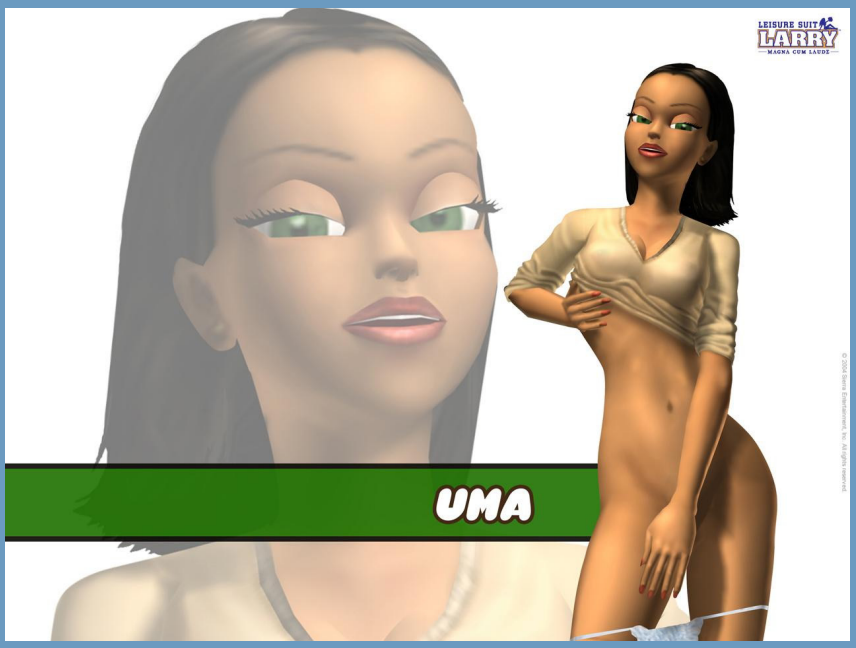
Like many other current games, Magna Cum Laude has a free exploration mode where Larry can walk about campus and interact with students and personnel on the premises. In this mode, Larry can search for hidden money or tokens, strike poses to impress girls, and take photos which can later be sold to collectors. At several locations on campus a minigame can be entered, usually by "activating" an object or a person (starting a conversation). The player must win most of the minigames in order to advance. Minigames started by a conversation usually increase the affection of one of the girls; other minigames can provide money or increase "confidence".

There are numerous homages to the earlier Larry games: Larry Laffer is the tutorial guide and giver of questionable advice for Larry Lovage; Larry's computer is playing Leisure Suit Larry 4: The Missing Floppies ("the best game of its time"); and secret tokens featuring the likeness of the Where's Dildo? character from Larry 7 can be collected.

The game originally received an "Adults Only" rating from the ESRB and was subsequently edited to receive a more commercial "Mature" rating in the United States and Canada. In Europe, the game was released unedited on all three systems and featured a disclaimer on the packaging highlighting that it was "uncut". The unedited version was eventually released in North America under the title Leisure Suit Larry: Magna Cum Laude—Uncut and Uncensored!. The major difference between the two North American releases is that the uncut and uncensored version contains full frontal nudity and sex scenes, although the latter contains very little and is mostly implied. Both versions were refused classification by the OFLC and effectively banned in Australia.

LUBA LICIOUS
PLAYBOY, OCTOBER 2004: GAMING GROWS UP
NAME: Luba Licious
MEASUREMENTS: 42-21-37
HEIGHT: 5'4"
WEIGHT: 127
INTERESTS: long walks on the beach, group sex, needlepoint
TURN-ONS: Jell-O shots, Burning Man, college professors, my roommate
TURNOFFS: the missionary position, long-term relationships, teetotalers
AMBITIONS: to party with a sitting U.S. president
FAVORITE FOODS: burgers, ice cream, vodka
BIRTHPLACE: a mountain meadow in Idaho near my parents' yurt
FAVORITE BOOK: *Kama Sutra* (a.k.a. the Bible)
Luba appears as herself this fall in *Leisure Suit Larry: Magna Cum Laude*.

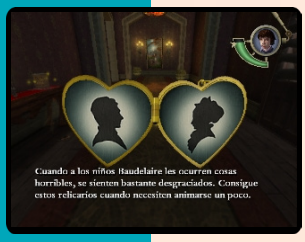
In 2003, Sierra Entertainment announced that the Leisure Suit Larry franchise was being revived with an eighth game, called Leisure Suit Larry: Magna Cum Laude. This is the first game in which Al Lowe is not involved in any way, as this game was created by game developer High Voltage Software, Inc. On his website, Lowe talks about how he was in talk with Sierra about working with them on the game, but they stopped contacting him, as they went into downsizing. Later he received a letter from a writer on the game, where it is revealed that the game had long since been written by the time he entered discussions with Sierra.

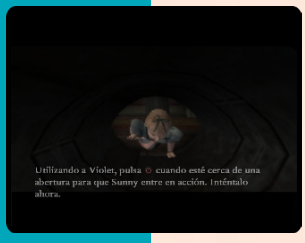


Reviews of the game were mixed, with some praising the game for its humor but panning it for its gameplay. Many critics also took the game to task for its sexual content and humor being too direct and obvious, citing that much of the charm of the series has been in its more subtle handling of the dirty jokes and sexual situations, focusing more on double entendres than actual foul words and hints at nudity rather than full-on bare breasts. Al Lowe denounced Magna Cum Laude vigorously, emphasizing on his website that he took no part of its creation after being promised a role in its creation.

Lemony Snicket's A Series of Unfortunate Events

6.3





Developer Adrenium
Publisher Activision
Release date (us) November 10, 2004
Genre Action-platformer
Mode 1 Player

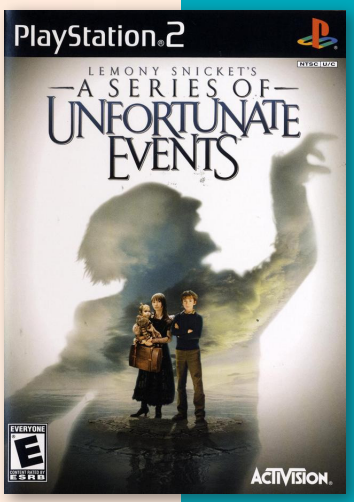
The game is based on the Lemony Snicket book series and the 2004 film of the same name. The game is based primarily on the film, which in turn is based on the plots of the first three books of the series: The Bad Beginning, The Reptile Room and The Wide Window.

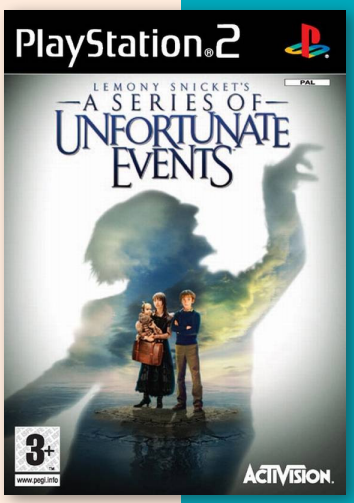
Jim Carrey, Emily Browning and Liam Aiken reprise their roles from the film while the voice of Lemony Snicket is provided by Tim Curry, who provided narration for the audiobooks for the series.

The core gameplay consists of elements of a platformer, a puzzle game, and a third-person shooter. The player assumes the role of either of the three Baudelaire orphans, and can cycle through them depending on the version.

The Baudelaires can eventually gain access to a multitude of inventions as well as ammunition throughout the game, which are mostly those that tend to run along the lines of things a child might actually attain, such as rotten eggs, bubble gum, bees, eau de toilette, and garlic, among other things.

Players have the same basic layout - players can switch between playing as Violet, Klaus and, at certain moments, Sunny. The game begins at Count Olaf's house, then progresses to Justice Strauss' home, back to Olaf's, then to Uncle Monty's house, then Damocles Dock, then Aunt Josephine's house, Curdled Cave and, finally, Olaf's again. Along the way, Violet invents things - Klaus's weapon — the Brilliant Bopper; her own weapons — the Fruit Flinger, the Reptile Retriever, and the Peppermint Popper; the Baby Booster, which helps Sunny jump; the Steady Stilts, which help Violet reach high places; the Uplifting Umbrella, which helps Violet glide across gaps; the Horrifying Hook, which Klaus uses as a grapple gun; and the Levitating Loafers, which can make Klaus levitate for a brief period of time. In the game, the heroes solve puzzles, fight Count Olaf's theater troupe, and collect puzzle pieces with the familiar eye throughout the series.





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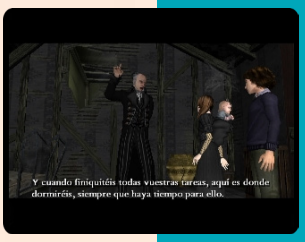
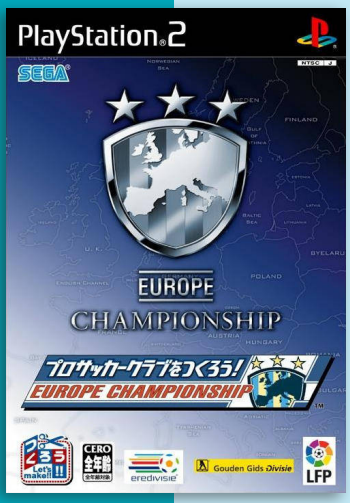


Let's Make a Soccer Team!

6.3



J P

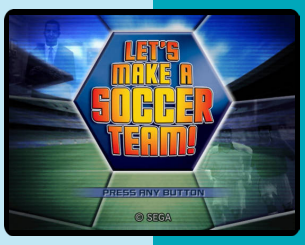
Developer	Smilebit
Publisher	Sega, (eu) Sega Europe
Release date	(jp) March 29, 2006
Genre	Sports
Mode	1 Player

Let's Make a Soccer Team! starts with the players creating their own football team. At the start, players chooses one of the six leagues, the region, hometown and colours of the club, as well as their characteristic playing style and the club secretary, which will guide players through the most basic features.

At the start of the game, the player learns the backstory of the club - established 15 years ago, it quickly rose through the amateur divisions, but at an enormous expense - it's the end of the season, and to reach the second division the team has made a huge effort signing players, and while they're in the promotion playoffs, the club is broke, and the only way to survive is to reach the second division. To make things worse, a local tycoon is eyeing a club to buy, and the nearly bankrupt club might be the easiest target.

While the presentation is a lot different from most managers due to the extensive use of 3D characters and models in the menus, as well as featuring some story elements, it features the same options as other managers in the market, featuring player and staff signing, team tactics and training, but also financial decisions like sponsoring and stadium and facility improvement.

"mobygames.com"



Lost Passage: Ushinawareta Hitofushi

5.0

J

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) October 23, 2003
Genre	Visual novel
Mode	1 Player

The game is set in the Japanese city of Kyoto. Akira Misaki, the protagonist, is a fourth year university student who is homecoming for teaching practice. For the next two weeks, players practice their profession by teaching young, bright minds eager for reading, writing and perhaps arithmetic. If their teaching foray is successful, they'll can teach full time.

Lilie no Atelier: Salberg no Renkinjutsushi 3

6.6

Developer Gust
Publisher Gust
Release date (jp) June 21, 2001
Genre Role-playing, Simulation
Mode 1 Player

Atelier Lilie: The Alchemist of Salburg 3 is the third game to be released in the official Atelier series, and the final game in the Salburg trilogy. Like all Salburg titles, Lilie was exclusively released in Japan.

Despite being the last game in the trilogy, Atelier Lilie takes place before it's predecessors. The game's setting is still in Salburg, but is twenty years prior to Atelier Marie: The Alchemist of Salburg and over twenty-five years to Atelier Elie: The Alchemist of Salburg 2. The game introduces a few new characters to the series, but also features younger versions of characters from previous Salburg games.

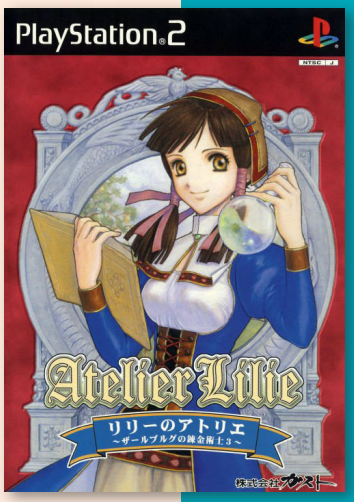
After arriving in Salburg, the game's main protagonist Lilie hopes to build an alchemy academy in the Kingdom. Alchemy is severely under developed in comparison to the Kingdom of El Baldor, which is home to many talented alchemists. Because Salburg has never seen the likes of alchemy, Lilie must prove to King Schigsal that the Kingdom would benefit from alchemy. Working through a small workshop in town, Lilie will enlist the help of two bright alchemy students from El Bador, Hermina and Ingrid, to help her work.

Lilie's main goal is to gather any aide that she can so that the academy can be built. The game has 12 possible endings.

The original release of Atelier Lilie was on June 21, 2001, and the Plus version was released in April 2002. Both versions were released on the Playstation 2, and unlike previous titles, Atelier Lilie didn't see collaborations with other major titles.

The game's main protagonist Lilie is featured in two of the Atelier side games, Hermina and Culus: Atelier Lilie Another Story and Atelier Marie, Elie & Anis: Message on the Gentle Breeze, but didn't make any other appearances within the main series.

"atelier.wikia.com"



Premium Box

Like Life an Hour

7.0

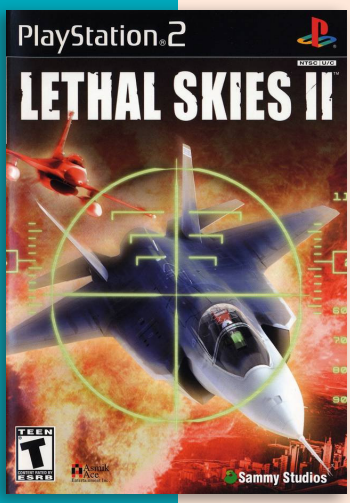
Developer	Regista
Publisher	GN Software
Release date	(jp) April 28, 2005
Genre	Visual novel
Mode	1 Player

Like Life is an adult Japanese visual novel developed by Hooksoft which was originally released on May 28, 2004 on Windows. The gameplay in Like Life follows a plot line which offers pre-determined scenarios with courses of interaction, and focuses on the appeal of the five female main characters. The story revolves around Kazuma Kōsaka who is living a normal life in his aunt's home while he attends high school. One day, objects all over town start turning into girls, and his mobile phone is no exception; after the transformation, Kazuma names her Himeko Kōsaka.

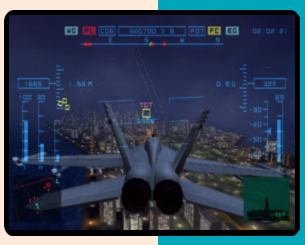
The PlayStation 2 retain its adult rating. It was released in limited and regular editions. The limited edition came bundled with two drama CDs entitled Like Life radio hour and Like Life Typical Hot Spring Traveler's Journal, and a music CD containing twenty-one tracks used in the game.

Lethal Skies II

7.3



Developer	Asmik Ace Entertainment, Bit Town
Publisher	Sammy, (eu) Bigben Int., (jp) Asmik Ace
Release date	(jp) August 21, 2003
Genre	Simulation, Action
Mode	1-2 Players



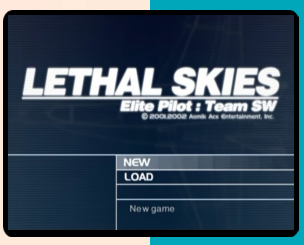
Lethal Skies II is a combat flight simulator which continues the story of the first game adding a powerful, new enemy into the mix with ideas of controlling the world.

Gameplay and options are similar to the first game, but Lethal Skies II has some additional features and improvements. In addition to upgraded graphics and sound, it has some new features like several difficulty settings, weather effects, five different 1st and 3rd person views, fully interactive battle maps, split-screen, a 2-player mode, and over 20 new missions. Seven new fighter planes increase the arsenal to 19 aircraft including some futuristic fighters as well as "black ops" jets. New campaigns can be unlocked which let the player change sides and fly enemy planes.

"mobygames.com"

Lethal Skies Elite Pilot: Team SW

5.9



Developer	Bit Town
Publisher	Asmik Ace, (us) Sammy Studios, (eu) THQ
Release date	(jp) December 13, 2001
Genre	Simulation, Action
Mode	1 Player

Lethal Skies: Elite Pilot: Team SW is a combat flight simulator for a single player. It features vibration and G-force effects, 2 cockpit views as well as 3rd person and full screen, mid-air refuelling (in certain situations), 14 different missiles for air-to-air and air-to-ground battles, radar, and GPS. Player can change pilots, planes and weapons in the Hangar. Depending upon the scenario, players take off from runways or aircraft carriers. The heart of the game takes place in Campaign Mode which has 20 missions selected from a world map. A preliminary briefing and information about the enemy is provided for each mission.

"mobygames.com"

J N P

Living World Racing

4.2

P

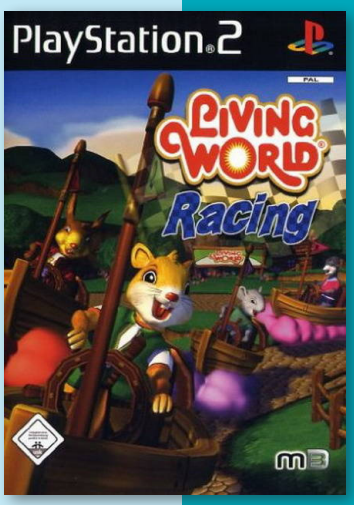
Developer	Data Design Interactive
Publisher	Metro3D
Release date	(eu) February 28, 2006
Genre	Racing
Mode	1-2 Players

Living World Racing is a boat racing game with a cast of eight animals racing in the Living World universe.

It features three game modes (single race, time trial and challenge) and three difficulty levels (beginner, experienced and advanced) to choose from. Most of the content is locked from the start, for example only the four first characters can be chosen when players first start a game. Mr Mouse, Mr Hamster, Mr Rat and Mr Guinea Pig. Other characters, boats, tracks and race classes become available after collecting a number of stars.

The other power-ups are extra lives, power boosts and nutritious items, such as red donuts, green puffs or yellow triangles. Driving over speed stripes boost the boat, but also collect weapons. These are carrot missiles and pumpkin bombs.

"mobygames.com"



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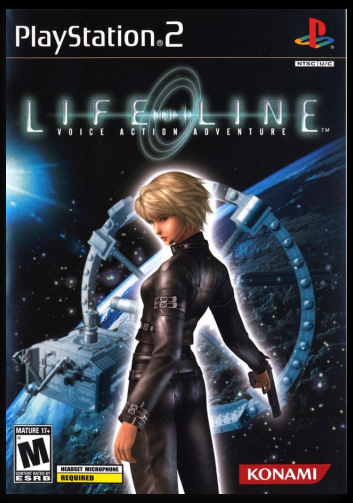
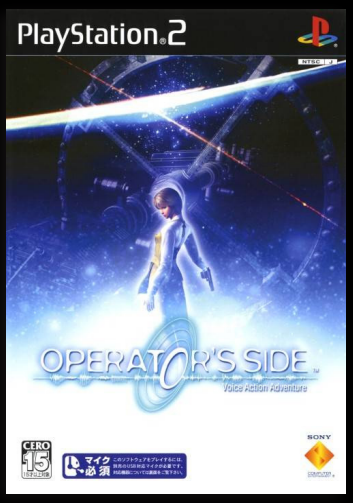




Bundle Version (jp)

Lifeline

Developer	SCEJ
Publisher	SCEI, (us) Konami
Release date	(jp) January 30, 2003
Genre	Action-adventure
Mode	1 Player

Lifeline is set in the year 2029. The player is placed in the shoes of a young man who has attended a Christmas party in a newly developed hotel set in a Space Station. As the festivities proceed, problems arise with horrific monsters running rampant across the Space Station. Most of the inhabitants are slaughtered and devoured, with the player forcibly trapped in the Space Station's main control center and separated from his girlfriend, Naomi (Sayaka in the Japanese version). Elsewhere in the monster-infested hotel, a cocktail waitress named Rio Hohenheim (voiced by Mariko Suzuki in the Japanese version and Kristen Miller in the English version) has been locked in a detention cell for her own safety during the massive assault.

The player (referred to as the operator) has access to all Space Station mechanics via the control room and is able to observe everything in the area via cameras placed around the station. Noticing Rio as she attempts to contact the monitor room, the player establishes contact through her headset, and assists her through the perils of the horrendous station, as well as to discover the mystery behind the threat.

Lifeline's selling point is its advanced AI system and the ability to direct Rio through the game via the USB headset peripheral. The player is given no direct control over Rio during any course of the game. Instead, the headset's communication aspect is utilized to its fullest, by giving the player the ability to use scripted commands, in the game's various menus. While holding the input mic button (the O button on the DualShock controller), such spoken commands include "hurry", "Stop", "dodge", and "turn left", which cause Rio to perform certain actions and progress throughout the game. Rio can understand up to 500 verbal commands.

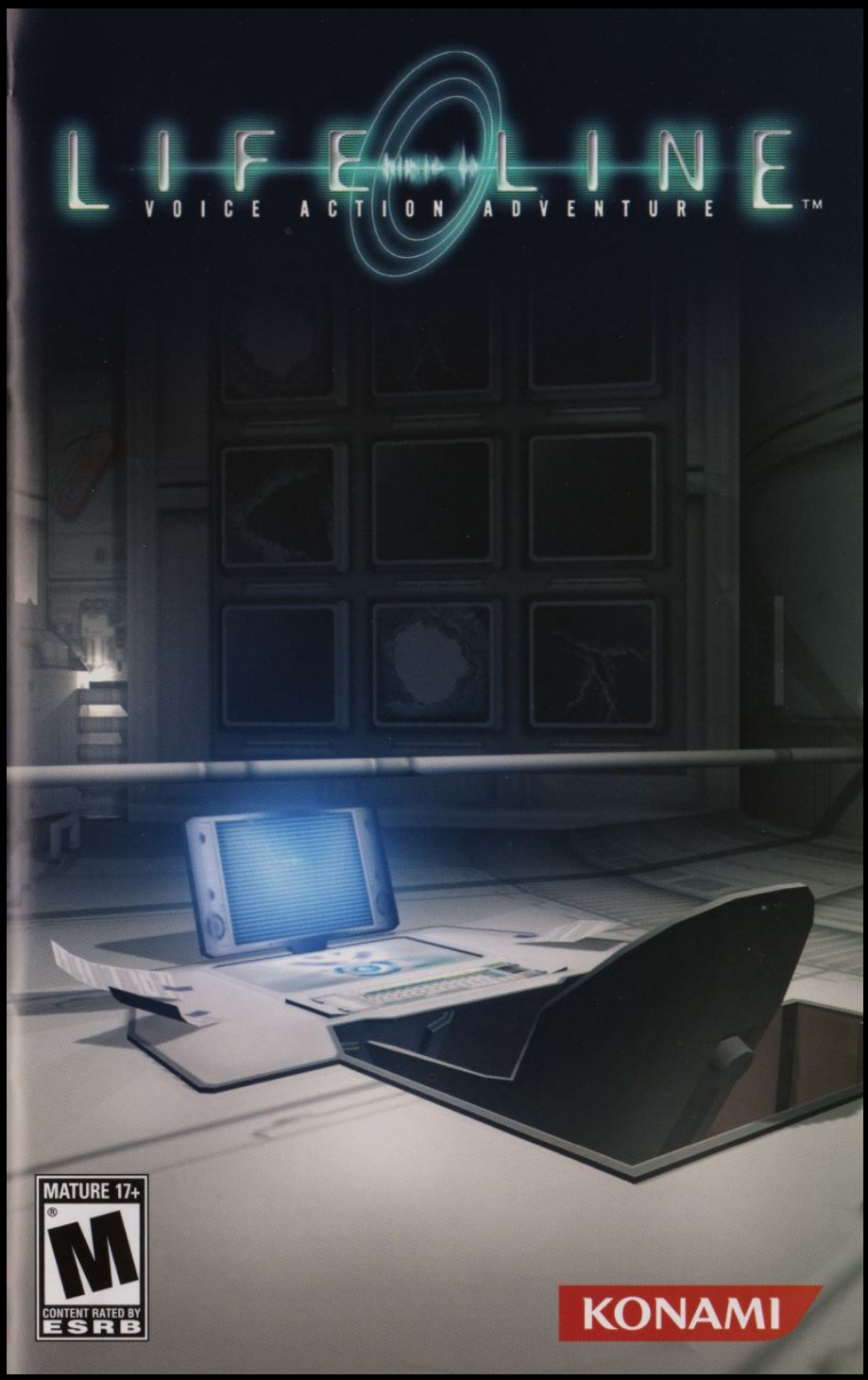
The player is given access to various menus which provide inventory insertions, detailed maps, and commands to unlock various parts of the station. By using the menus available, the player directs Rio into combat, solving puzzles, and interactions with NPCs. When Rio encounters one of the game's many monsters, combat ensues and the commands are given to direct Rio which enemy to fire at, which specific body part to fire upon, and when and where to maneuver. Combat perspectives switch between first-person and that of the cameras set about the station, with the latter more suitable for encounters of numerous foes.

Additionally, plot interactions are followed through at the player's general discretion, with Rio inquiring which path of action to take. In common situations, the player can engage in normal "small talk" and friendly conversation with Rio, with the latter sometimes inquiring for it. However, the voice chat has been commonly attributed as the game's weak point, due to inaccurate actions taken when commands are given, and the basic sense of conversation and directions reduced to simple verbs and nouns, particularly when in the course of solving many of the

game's puzzles. There are also a few "Easter egg" conversations, in which the player can command her to do less than mature things (e.g. to "Bark like a dog"); Rio will also ask about the player's girlfriend's name, and react with surprise if the player gives her own name, or the name of Rio's voice-actor.

Lifeline received "mixed" reviews according to Metacritic. IGN noted that while the voice recognition system is *"quite deep"*, the player *"will need to practice enunciating regular words and learning the speed at which the game best responds"*, and *"might spend five minutes trying to get the right word to simply inspect a worthless book."*

In 2008, Game Informer listed Lifeline among the worst horror games of all time. In 2009, GamesRadar included it among the games *"with untapped franchise potential"*, commenting: *"While this frustrated many PS2 owners, it made others feel more attached to the characters. Improvements in headset and voice-recognition technology make a franchise more viable on today's systems."*



8.1

J

Little Busters! Converted Edition

Developer	Prototype
Publisher	Prototype
Release date	(jp) December 24, 2009
Genre	Visual novel
Mode	1 Player

Little Busters! is a Japanese visual novel originally developed by Key for Windows. Little Busters! is Key's sixth game, along with other titles such as Kanon, Air, and Clannad. An adult version of the game titled Little Busters! Ecstasy was released on July 25, 2008 for Windows, unlike Kanon and Air, which were first released with adult content and then had later versions with such content removed. Ecstasy was later ported to the PlayStation 2, PlayStation Portable, PlayStation Vita, and PlayStation 3. An English version for Windows was released on Steam in 2017.

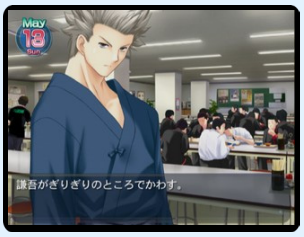
The story follows the life of Riki Naoe, a high school student who has been a member of a group of friends named the Little Busters since childhood. Riki brings multiple girls at his school into the Little Busters to have enough people to play a baseball game.

Little Busters! is a visual novel in which the player reads text superimposed on still anime-style images, and is occasionally prompted to make a decision, putting the storyline on one of the several possible paths. The characters in the game have statistics and sometimes fight each other. These fights are non-interactive, but they play a role in story development: if a characters loses a fight, the player may want to change some of the choices made earlier, so that the character's statistics and subsequent outcome of the fight will be altered.

For the first time in Key's history, two artists were given the position

of art director for the visual novel: Itaru Hinoue and Na-Ga. Hinoue has been Key's signature art director since Key's first game Kanon, and Na-Ga has been with Key since the production of Air working as one of the computer graphics artists to render background art used in Key's games. Due to having two art directors, character design was split between the two, though Na-Ga is responsible for the character design of the majority of the cast. Of the six heroines in the story, three were designed by each artist; Komari, Haruka, and Yuiko were designed by Hinoue while Rin, Kudryavka, and Mio were done by Na-Ga.

For work on the scenario, Jun Maeda contributed along with composing some of the game's music. Further writers include Leo Kashida who had worked on Tomoyo After: It's a Wonderful Life, and two new scenario writers to Key—Yūto Tonokawa, and Chika Shirokiri. Maeda wrote the scenarios for Rin and the entire male cast; Kashida wrote the scenario for Mio; Tonokawa wrote the scenarios for Komari and Yuiko; finally, Shirokiri wrote the scenarios for Haruka and Kudryavka. In an interview of Maeda and Tonokawa in the August 2007 issue of Push!!, it was reported that the story of Little Busters! is twice as long as Air's, but only half as long as Clannad's. However, this does not take into account the minigames in Little Busters! which serve to lengthen the game. Togoshi left Key in October 2006 before the visual novel went on sale.



WORLDWIDE MISSION START!
Nov.1st.2017
KEY
LITTLE BUSTERS!
SINCE 2007
10
Little Busters! 10th Anniversary
Little Busters!
English Edition
リトルバスターズ!
$34.99 (USD) on Steam!!
Feature 1
Switch between English and Japanese text language anytime!
English
Japanese
Feature 2
Now with new touch screen support!
Feature 3
First time in HD (1280×720)!
Newly added term encyclopedia "Busterpedia" helping to understand Japanese cultural references
Minimum System Requirements OS: Windows®7or higher CPU: Core2 DuoCore2 Duo or higher DirectX11 Storage: 1 GB available space ©VisualArts/Key/PROTOTYPE
Steam Version Development: PROTOTYPE Co., Ltd. Localization: Fruitbat Factory, Ltd. Publisher: VisualArts Co., Ltd. Facebook: https://www.facebook.com/VisualArtsUSA Twitter: https://twitter.com/VisualArtsUSA

Tuesday, March 5, 2002

SPORT SPORT SPORT SPORT SPORT SPORT

The No.1 commentary team

Codemasters® clinches deal to sign up the dynamic duo as part of their team.

EURO-SHOCKER

MANAGER ANNOUNCES SQUAD FROM LINE UP OF 17,000 PLAYERS

With 17,000 players from 722 clubs spanning 16 divisions, managers agree that choosing this seasons team is like shooting fish in a barrel.

"Gone are the school playground days when selecting your team meant you had a chance of being left with only 'fatty two chops' to go in goal." Stated one elite manager in an exclusive interview. "It doesn't matter that the French national team are all based in North London, with *LMA Manager 2002* you still have another 28 countries to choose your team from." With a gene pool like this to use, this season is guaranteed to be a stunner.

YELLOW ARMY GO BARMY: with a right royal result

TYSON TO FIGHT IN UK

Mike Tyson's press office confirmed that over the coming weeks, Iron Mike is to stand up and challenge 15 of the world's greatest heavyweight boxers - on PlayStation®2 and Xbox.

Be Tyson or beat Tyson? Either way it'll be brutally bloody boxing.

Turn to Page 81, Col 4

CHAIRMAN IS "MY BEST MATE" CLAIMS MANAGER

In an unprecedented show of unity last night, flame-haired Harry 'Red' Lester came out in praise of his new Club's Chairman. "I should have seen it coming, receiving a vote of confidence from my last Club, then getting axed not seven days later. Sick as a parrot I was, but 24 hours after that, this champion Chairman picks up my contract - now I'm over the moon, he's my best mate."

In reference to Lester's selection to his new Club, the Chairman says, "at the end of the day, the Board is convinced of Harry's European steel. Last season was a game of two halves for him, after losing so many players to the lure of the lira. Since coming to us he's really gone out there to do a job and grind out a result."

In the days since signing on the dotted line with his new Club, Harry Lester has been strangling the transfer kitty to bring new blood in from across the entire transfer market - with six Euro divisions and 17,000 players to choose from, he's in for a real roller coaster ride.

In the words of his new boss, "Harry's already bringing home the bacon and making our Club a force to be reckoned with. It certainly looks as though 'Red' Lester is shaping up to be a real big European cheese."

LMA Manager 2002 out 19th April

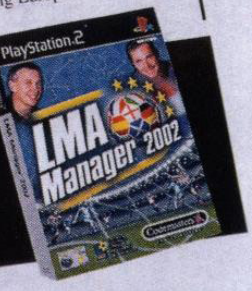
17,000 players, 722 clubs, 28 countries and just one manager - you!

Making 4-4-2 as easy as 1-2-3

www.codemasters.com

Codemasters GENIUS AT PLAY

PlayStation.2



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LMA Manager

LMA Manager was a soccer management video game series developed and published by Codemasters. Developed primarily for consoles, the franchise differs from the PC-based Football Manager and Championship Manager series by focusing on visual details such as a fully 3D match engine, although still maintaining the realism and level of detail craved by fans of the genre - a unique combination when the series was first released.

The series has different titles in different regions: LMA Manager in the UK (named after the League Managers Association), BDFL Manager in Germany (Bund Deutscher Fußball-Lehrer, basically the German equivalent of the LMA), Manager de Liga in Spain, Football Manager Campionato in Italy, and FC Manager - La Passion du Foot in France since the 2006 edition (the French edition of the series was previously named Roger Lemerre - La Sélection des Champions after the former coach of the French national team).

LMA Manager 2002

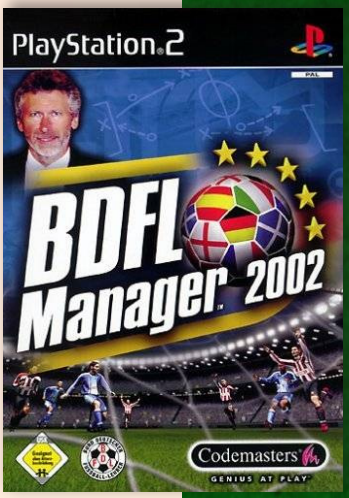
7.0

Developer	Codemasters
Publisher	Codemasters
Release date	(eu) April 19, 2002
Genre	Sports
Mode	1-4 Players

LMA 2002 is the third in the series, and also the first to be released for Playstation 2. The PlayStation version features 8,000 players in 302 clubs, whilst PS2 expands this to 17,000 players in 722 clubs across the European leagues. Both platforms offer the choice of playing a full career or taking on one of 10 challenges, such as taking over the bottom-placed team mid-season and attempting to avoid relegation. Regardless of game mode, managers have access to detailed tactics and training settings, allowing players to work on players' weaknesses and build on their strengths.

The PS2 version lets players watch the full match in 3D, and both versions have a comprehensive highlights section, voiced on PS2 by real-life BBC analysts Gary Lineker and Alan Hansen.

"mobygames.com"



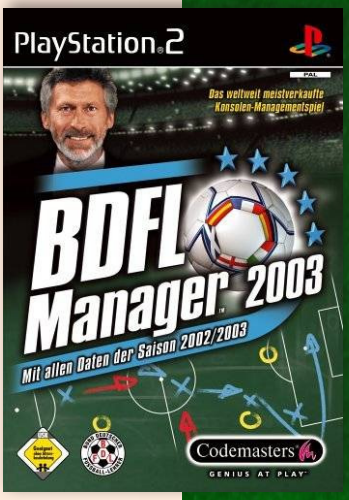
LMA Manager 2003

7.2

Developer	Codemasters
Publisher	Codemasters
Release date	(eu) November 15, 2002
Genre	Sports
Mode	1-2 Players

LMA Manager 2003 is the 2002/03 season update of the soccer management series, and the first to be released on Xbox. Players can manage any team from the 16 main leagues in England, Scotland, France, Germany, Italy or Spain. The 3D match engine allows them to watch the action unfold, and the interactive highlights let players analyse in detail after the game. Contains over 17,000 players at 720 clubs from 28 different countries.

"mobygames.com"



LMA Manager 2004

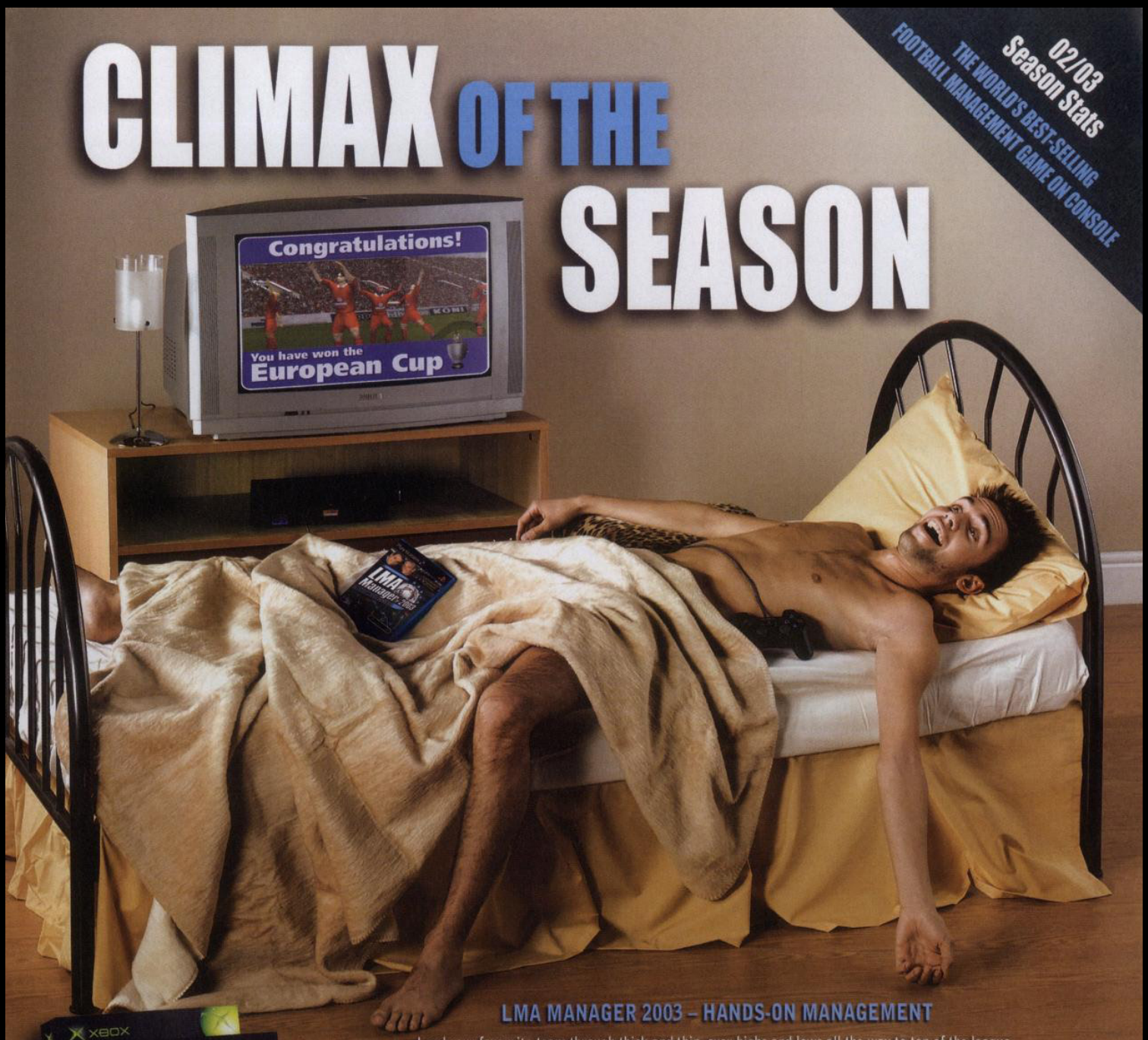
Developer	Codemasters
Publisher	Codemasters
Release date	(eu) March 12, 2004
Genre	Sports
Mode	1-2 Players

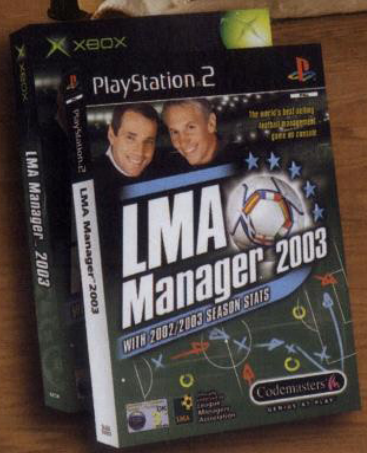
6.4

The next in the series was released on PS2 and Xbox, and added a variety of enhancements to the match, as well as new commentary in the post-match highlights voiced by renowned commentator Barry Davies and analysed by Lineker and Hansen as before. New 'Fantasy Team' mode (replacing the 'Challenge Mode' in earlier games) whereby users could build up a team from scratch using a preallocated budget, based loosely on the popular fantasy football game. Once the user had compiled a squad and selected a team name, stadium and kit, the newly created club would compete in one of the leagues in the game. Another new feature in this version was the option (on Xbox only) of issuing tactical instructions to your team via the Xbox Communicator headset during a match.

CLIMAX OF THE SEASON

02/03 Season Stats
THE WORLD'S BEST-SELLING FOOTBALL MANAGEMENT GAME ON CONSOLE





LMA MANAGER 2003 – HANDS-ON MANAGEMENT

Lead your favourite team through thick and thin, over highs and lows all the way to top of the league. Make Europe-wide transfers from 17000 players, 720 clubs, and 28 countries to mould your winning team. Managing all club affairs, developing formations and playing styles, direct your team to ultimate glory, then lie back and watch the 3D match replays and highlights with total satisfaction!

Manager of the Month Competition, see details at:
www.codemasters.com/lmamanager2003

XBOX PlayStation 2 LMA

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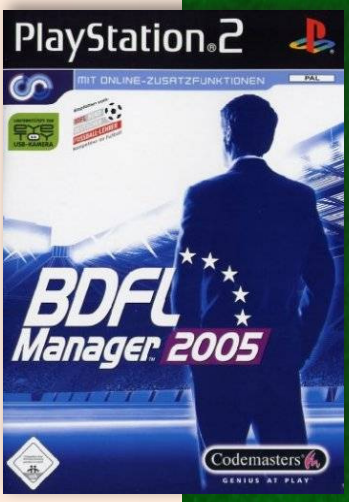
LMA Manager 2005

7.4

Developer	Codemasters
Publisher	Codemasters
Release date	(eu) October 22, 2004
Genre	Sports
Mode	1-2 Players



LMA 2005 was released on PS2 and Xbox, and chief amongst the enhancements was the addition of the Dutch and Portuguese leagues and English Football Conference division, the first new playable leagues to be added since 2002. Another unique feature was the option to download a mid-season player roster update via Xbox Live or the PlayStation online service. PS2 owners with access to an EyeToy camera could take a photo of themselves, which would appear on various newspaper articles seen in the game (for example, a celebration photo after winning a trophy, or an unhappy image after being sacked by their club).

P

LMA Manager 2006

Developer	Codemasters
Publisher	Codemasters
Release date	(eu) November 18, 2005
Genre	Sports
Mode	1-2 Players

7.4

In November 2005, LMA 2006 was released on PS2 and Xbox, with a further three playable divisions included from Dutch and Portuguese leagues, as well as further enhancements to the 3D match, transfer market and player training setup (including playable 3D Training Matches for the first time). In keeping with the series' visual roots, a new option allowed players to create a 3D model of their manager, who could be seen pacing along the touchlines during a match or featuring in one of the new video headlines (introducing a new transfer signing to the press, for example) included in the game world's TV station.

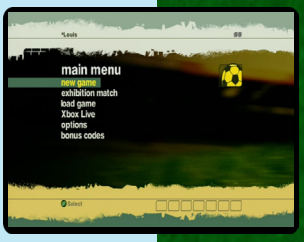
This game provided the most complex transfer processes at the time, with the ability to swap players and give installments. However, the game limits players to only having four transfers made via contract clauses (i.e. 10% sell on clause or £75,000 to be transferred after fifteen appearances).

P

LMA Manager 2007

7.0

Developer	Codemasters
Publisher	Codemasters
Release date	(eu) September 22, 2006
Genre	Sports
Mode	1-2 Players



Like its predecessors, the game allows players to manage a soccer team. Included are teams from over 50 different countries and leagues from 8 of those countries. Available are over a 1000 different officially licensed teams. The game features an improved database engine and a transfer system with more depth than its predecessors.

All matches can be watched in full 3D. The AI plays the matches out, but it is still possible to make adjustments to player positions and the like. It is also possible to see the results of matches and all kinds of player and team statistics in the ingame magazine “FootballOne”.

“mobygames.com”

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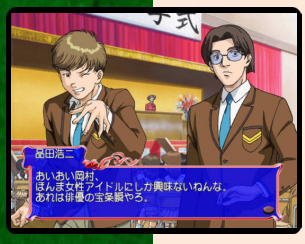
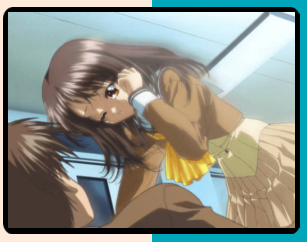
Love Songs: Idol ga Classmate

7.3



Developer	HuneX
Publisher	D3Publisher
Release date	(jp) April 26, 2001
Genre	Visual novel
Mode	1 Player



Love Songs is a dating simulation and adventure game with a setting in high-school. Players take the role of an unnamed high-school student (they create their character profile before starting the game) and the high-school is holding a performing arts course. And it just so happens that a currently popular idol, Ayano Seto, enrolled as a student here and ends up as one of the players classmates.

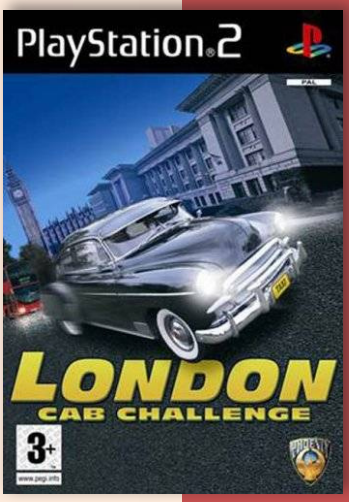
The game takes place over three-year high-school period until graduation day. During that time players can perform various school and extracurricular activities to upgrade their character stats. They can study, train, sleep, work a part-time job to earn money, ask girls on a date and more. They can also write and receive love e-mails on their computer. The goal is to become popular among the girls, and that means they must study hard, earn money, keep their body in shape, be fashionable, and know what to say while on a date with the girl that peeks their interest.

J

3.6

London Cab Challenge

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) July 28, 2006
Genre	Racing
Mode	1 Player



London Cab Challenge is a racing/driving game similar to Crazy Taxi but using a British taxi cab.

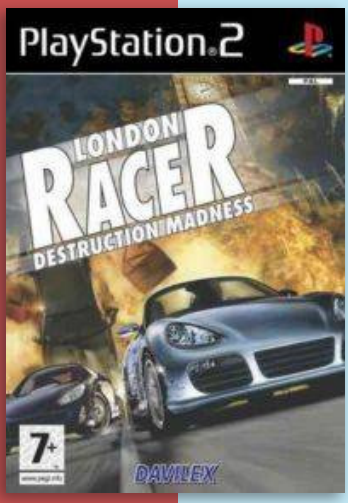
Each "mission" involves picking up and delivering customers to their destinations as quickly as possible, all while staying in the proper lane and avoiding collisions with traffic. A green arrow appears on-screen as a direction guide, changing to red when the destination spot is within sight. A yellow arrow helps in navigation, warning when a direction can be hazardous. An on-screen speedometer displays how fast the cab is going at all times.

Missions increase in difficulty as the game progresses, and better drivers gain rewards that can be used to upgrade the cab. Scores are kept on a Ranking board.

"mobygames.com"

London Racer Destruction Madness

6.1



Developer	Davilex
Publisher	Davilex
Release date	(eu) October 14, 2005
Genre	Racing
Mode	1-2 Players

London Racer Destruction Madness is an arcade race game in Davilex Racer series. This particular instalment is like the name implied more destructive than previous instalments.

The game features 12 environments spread across 10 European cities. Each environment has 5 tracks for a total of 60 tracks, which can all be played in 4 different time settings.

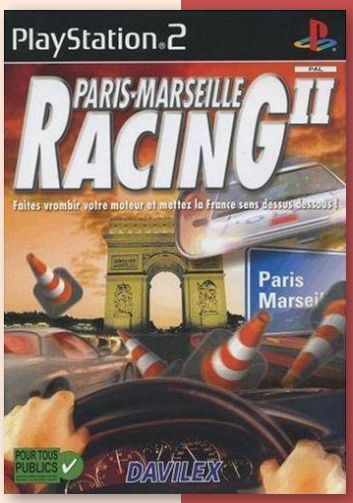
In these cities it is the players task to cause as much mayhem and destruction as possible. Players compete in races and take out the opponents so they will never reach the finish line, with a wide array of weaponry available. Or take on the opponents in a Destruction Derby style arena.

Players can collect power-ups to visibly improve their car. Several new cars and tracks can be unlocked for a total of 19 vehicles.

London Racer II

3.8

Developer	Davilex
Publisher	Davilex
Release date	(eu) June 14, 2002
Genre	Racing
Mode	1-2 Players



London Racer II is another iteration in the prolific Racer series by Davilex. The races take place primarily in the streets of London and Edinburgh, with additional tracks in Las Vegas, New York and Chicago.

There are three single player modes available: Single Race, Tournament and Time Trial. In Single Race the player is free to choose any of the 6 characters available, any of the tracks and any of the unlocked cars. In Tournament mode, the player races in a series of tracks while collecting money prizes and unlocking new cars. In both modes, players race against other races while avoiding being catch by the police. The Time Trial mode, players race against the clock trying to beat the best time for each track.

Each car (driven by a different character) has different stats in acceleration, top speed, handling, breaking and strength. The cars can also be upgraded using money collected from winning races and collecting money tokens during races. The cars also take damage when hit and can break into total loss if the damage bar is full. Repair tokens can be collected during races and if a car finishes a race damaged it can be repaired before the next one using money. Nitro tokens can also be collected and bought, and the cars' colors can be changed.

There are also two split-screen two player modes: Duel and Cop vs. Driver. In the Duel mode, players race against each other in any given track. In Cop vs. Driver, one player is the cop and the other a regular racer, and the cop player must try to crash the driver within the time limit.

The game can be played from either first (hood camera) or third person (behind the car) perspective.

"mobygames.com"

6.5

London Racer: World Challenge

Developer	Davilex
Publisher	Davilex
Release date	(eu) September 19, 2003
Genre	Racing
Mode	1-2 Players

The Gameplay is in the style of Midtown Madness and takes players on races across 18 cities around the world including London, Paris, Berlin, New York and Los Angeles.

Players can compete in championship mode unlocking new cars and tracks. Race against lifelike A.I opponents in single player mode or challenge friends in the two player and multiplayer modes.

While racing players will have to try to lose the police and watch out for traffic, which they can use to their advantage in causing accidents.

"mobygames.com"

London Taxi: Rush Hour

Developer	Data Design Interactive
Publisher	Metro3D, (us) Data Design Interactive
Release date	(eu) January 7, 2006
Genre	Racing
Mode	1 Player

2.0

London Taxi: Rush Hour is an arcade style racer where the player takes the role of a London taxi driver attempting to deliver passengers to their destinations within a short time limit while dodging traffic.

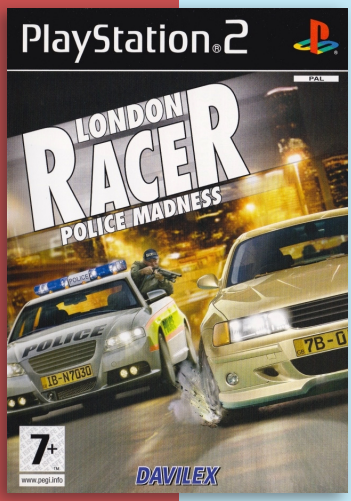
The entire game takes place in a stylised representation of London featuring winding streets and a variety of famous London landmarks around the map including the London Eye and Big Ben.

The game features three game modes:
Time Games, where players must earn as much money as possible within the time limit. Money Games, where players attempt to earn a target amount of money within a specified time limit. And Perfect Day, where they must transport as many passengers in a row as possible without failing.

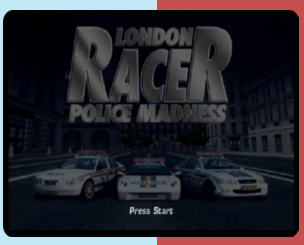
The player begins the game with access to a traditional black London taxi cab and the ability to unlock an additional seven vehicles.

London Racer Police Madness

6.1



Developer	Davilex
Publisher	Davilex
Release date	(eu) October 28, 2005
Genre	Racing
Mode	1-2 Players



In this instalment of the London Racer series players take the role of a police officer. They have to arrest and ticket traffic offenders and illegal street racers.

Players can perform all kinds of actions to reach their goals, such as: hanging out the window to shoot at criminals during high speed chases and scanning cars for offenders.

Available to players is a range of police equipment and weaponry to assist them in their capabilities. The player can buy traffic cameras and other items to improve overview of the track.

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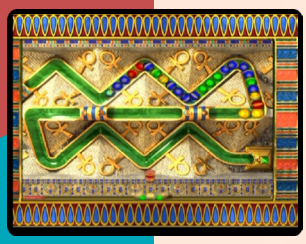
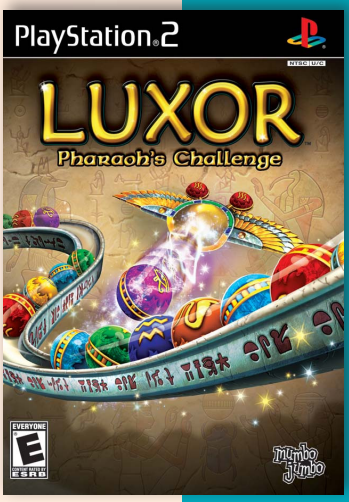
Luxor: Pharaoh's Challenge

5.3



Developer	MumboJumbo
Publisher	MumboJumbo
Release date	(us) November 20, 2007
Genre	Puzzle
Mode	1 Player



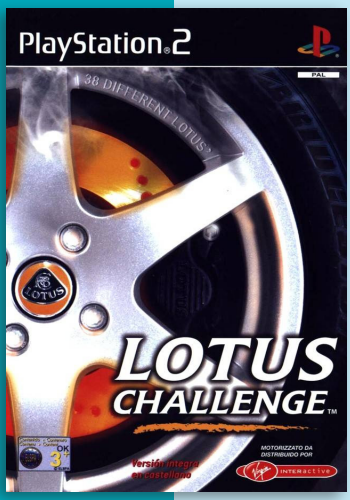
Luxor: Pharaoh's Challenge is a remake of Luxor 2. Unlike the original Luxor 2, the remake introduces blessings to help the player on his or her journey to the Temple of Set.

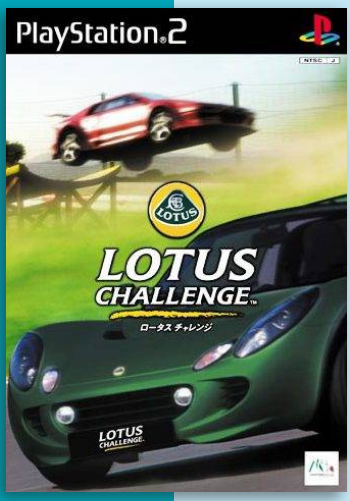
The game challenges the user to eliminate colored magical spheres by causing three or more spheres of the same color to collide. Players do this primarily by shooting additional spheres from a winged scarab which they guide back and forth along the bottom of the screen. When spheres are eliminated, adjacent spheres which now form a segment of three or more or the same color will also explode in a chain reaction.

During gameplay, the on-screen spheres continuously move forward, pushed by additional small scarabs. If any sphere reaches the player's pyramid, he or she loses a life and is forced to restart the stage. If the player succeeds in eliminating a certain number of spheres without this occurring, new spheres cease to arrive and the level can be completed by removing those which remain.

Lotus Challenge

6.7





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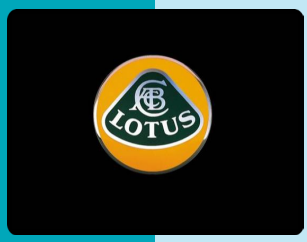
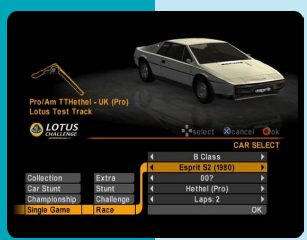




Developer	Kuju Entertainment
Publisher	Virgin Interactive, (jp) MTO
Release date	(eu) November 2, 2001
Genre	Racing
Mode	1-2 Players

The game features 42 cars spanning the company's history covering: Formula One era (1962 Type 25, 1978 Type 79T to 2001 Formula Lotus), Classic era (1957 Seven S1 to 1986 Excel SE) to modern sports cars (1964 Competition Elan, 1980 E-spirit S2 to new Elise), and two concept cars designed by Lotus Engineers. Each virtual Formula One car is based on actual Team Lotus accomplishments, and other models were thoroughly tried by actual Lotus test drivers. A brief corporate history is also provided in the game.

"Challenge" mode begins on 'Lotus test track'. Players must beat best lap time to qualify, then select a character from fictional Lotus Challenge team in story based contest a mixture of World Series Championship racing circuits, stunt driving, and one-on-one races. Each completed segment is 'unlocked'. "Collection" mode gives players' access to every car and track 'unlocked'. "Championship" mode involves seven different championship classes of Classic cars to Super cars, only two of these can be used, as others must be 'unlocked' to play. "Single" mode lets players play a quick game of up to 15 laps of any event, challenges, stunts, and races that is 'unlocked'.

Players can drive on twenty circuits across various locations from city, speedway to custom circuits: Trafalgar Square or Buckingham Palace in London, Arizona Yuma County Speedway, Florida Jupiter Beach to Tokyo Bay Tunnel in either day or night with set weather conditions like sunny, fog, rain or snow. Circuits range from flat terrain, navigating sharp hairpins to steep hill climbs. Diversions include nine special events, four stunt sequences and nine different challenges – stunts on Hollywood movie set or advertisements to car football; tasks like fleeing the paparazzi in approaching traffic to transporting against time a pregnant woman to hospital before delivery. Official Lotus test drivers offer advice on undertaking individual courses.

A variety of options are available from transmission controls, driving aids, and opponent skill to degree of vehicle damage.

Lunatic Dawn Tempest

6.8

J

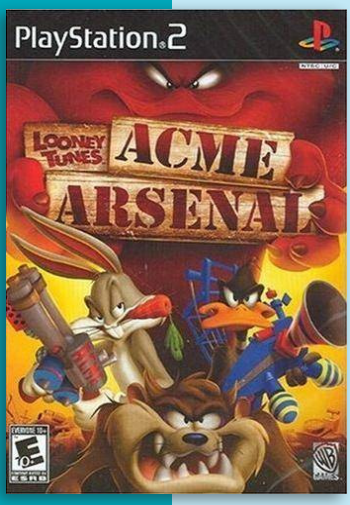
Developer	Artdink
Publisher	Artdink
Release date	(jp) February 8, 2001
Genre	Role-playing
Mode	1 Player

Lunatic Dawn Tempest is a role playing game for the PlayStation 2 made by Artdink. The lead in the game is a 17-year-old girl who start an adventure to be an adventurer like her father. The adventures take her through seven kingdoms on the Areguria continent, with her appearances influencing the power balance that holds the seven countries together. Each country has its own character and importance to the story.

The game makes use of two new systems previously unseen in the Lunatic Dawn series. The Job system sees players traveling to numerous towns and undertaking jobs, which increase their experience and skills. Some of the jobs include; Mining requires that players obtain orbs from a mine, defeat a boss, and return in order to gain experience and rewards. Hunting is comparatively simple, requiring that players head out to a forest and defeat enemies of various value and weight. The Acting job make use of button inputs to make the character perform well in a play. Act poorly, and their popularity will go down, and with it, the rewards. Aregurian history and geography comes complete with an exam which has the potential to give players new abilities. Players can also try out the gambling job in which they attempt to make money through gambling.

Looney Tunes: Acme Arsenal

3.8



Developer	Red Tribe
Publisher	Warner Bros. Interactive Entertainment
Release date	(us) October 9, 2007
Genre	Action-platformer
Mode	1-2 Players

Looney Tunes: Acme Arsenal features both single player and two-player cooperative play. Gameplay is similar to many platform games including combat, puzzle solving and vehicle-based levels. The game also features an “Acme Battle Mode”. In this mode, two players fight each other as different characters.

N P

Looney Tunes Space Race

6.2

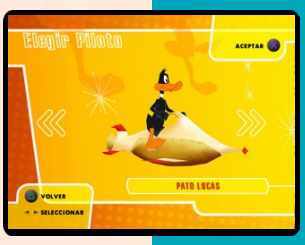
Developer	Tantalus Interactive
Publisher	Infogrames
Release date	(eu) February 8, 2002
Genre	Racing
Mode	1-2 (4) Players

Looney Tunes: Space Race is a 2000 kart-racing game originally announced as a Nintendo 64 game in 1998, but was later moved to the Dreamcast. It was ported to PlayStation 2 in 2002 (under the name "Space Race") with a new tournament mode.

Riding high-powered ACME rockets, players will have to guide their chosen rider through 12 unique tracks from throughout the Looney Tunes universe, each with their own short-cuts, jumps and traps, in a frantic race for the finish line.

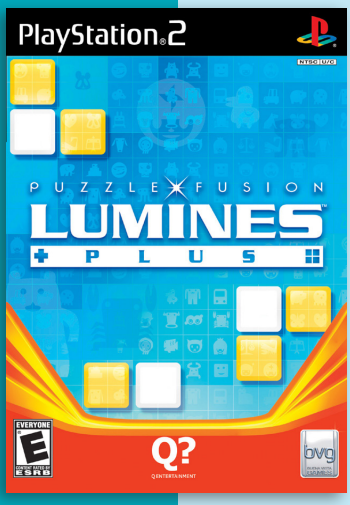
Along the way, the player will pick up many wacky distractions to slow down their opponents, including the portable hole, spring-loaded boxing gloves, falling elephants, and more.

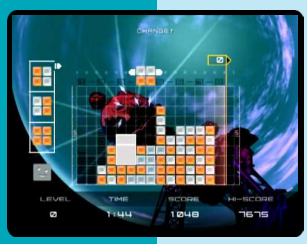
"mobygames.com"



Lumines Plus

7.3





Developer	Opus
Publisher	Disney Int. Studios, (eu) Buena Vista Games
Release date	(eu) February 16, 2007
Genre	Puzzle
Mode	1-2 Players

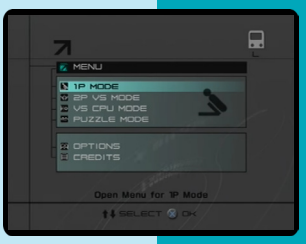
Lumines Plus is a port of a PSP game, the port is completely identical to the PSP version, except for some new skins.

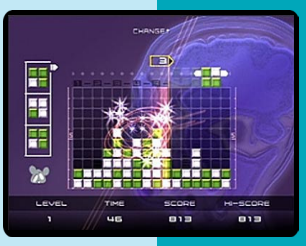
The game is a puzzle game in which the goal is to place as many 2-color falling blocks (a la Tetris) on the playing field in like-colored blocks in order to wipe it clean. During play, a timeline crosses the field from left to right, clearing and counting up your matches. The more matches players make before the timeline wipes them clean, the bigger the combo multiplier towards your score.

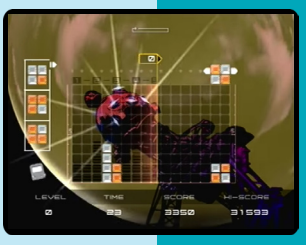
As players progress through the game, Lumines will reward them with new "skins" which completely change the graphics, sound effects and music during play.

In "puzzle" mode, players stack the blocks in order to create the various shapes that are shown.

"mobygames.com"







Looney Tunes: Back in Action

5.1

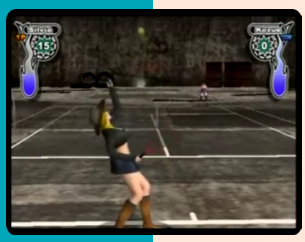
Developer	Warthog
Publisher	Electronic Arts
Release date	(us) November 19, 2003
Genre	Action-platformer
Mode	1 Player

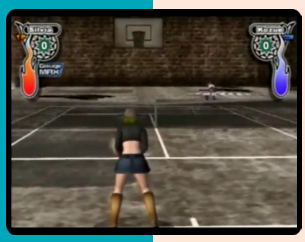
Looney Tunes: Back in Action is a platforming game based on the film of the same name. Gameplay involves playing as Bugs Bunny or Daffy Duck. Each character has their own unique special abilities and the game requires using both characters. Along the way, money is found all over the place, usually as coins and bills. The money is used to access any of 4 other regions in the game such as Vegas or Paris. Bugs Bunny has the special abilities of digging and double-jumping. Daffy Duck has the special abilities of fluttering and swimming. Bugs and Daffy must accomplish four to six challenges within each of five regions.

N P

Love * Smash! 5

5.5





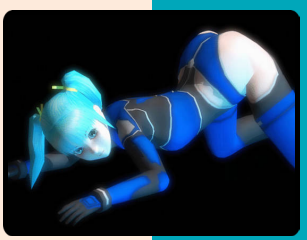
J

Developer	HuneX
Publisher	D3Publisher
Release date	(jp) November 13, 2003
Genre	Sports
Mode	1-2 Players

Love Smash! 5 is a sequel to the budget tennis game Love Smash!. Once again, a secret underground organization has brought together the world's greatest tennis players, though this time they all happen to be young women. In addition to the story mode, there is also an Exhibition mode for one or two players. While the game plays quite similarly to the original title, the option to play Doubles has been removed.

This sequel brings the total character count to 12, including two secret characters, each with their own stats and special moves. There are four different courts, all of them highly-unorthodox. There is a specific focus on the female characters, as each has multiple unlockable outfits and full CG ending movies. There is also a "photo gallery" that includes images of each character, and a model viewer where each character's animations can be viewed from any angle.

The game was re-released in 2005 as Love Smash! 5.1 as part of the Simple 2000 Ultimate series.



Love Doll: Lovely Idol

7.1

J

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) April 28, 2005
Genre	Visual novel
Mode	1 Player

Players take the role of the manager at a talent studio that manages ten groups, featuring a total of twelve girls, that recently had their debut. The goal is to speak to the girls, deepening the players ties, and listening to their problems as they make their way towards the big I-1 Grand Prix competition in a month. In order to become a better idol, the girls need to take lessons in four fields, including voice and dance.

"ign.com"

Love*Com

6.9

J

Developer	AQ Interactive
Publisher	AQ Interactive
Release date	(jp) July 13, 2006
Genre	Visual novel
Mode	1 Player

Love*Com, also known as Lovely Complex, is based on the romantic comedy shojo manga by Aya Nakahara. The game is a love story between a boy and a girl. The girl, Risa Koizumi, is 5 ft 8 tall, much taller than the average Japanese girl. The boy, Atsushi Otani, is 5 ft 1, way below the height of the average Japanese boy. But as they get to know each other better, Risa's feelings for Atsushi begin to blossom.

LoveDrops

6.9

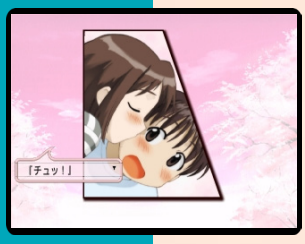
J

Developer	Dimple Entertainment
Publisher	Dimple Entertainment
Release date	(jp) May 31, 2007
Genre	Visual novel
Mode	1 Player

The player character moves into the grandmothers old European-style mansion. The protagonist manage to accidentally unleash three demons from their fifty year prison. And thus begins the "Miracle Cohabitation Story" where the player can get romantically involved with one of the three demons (a siren, a vampire and a werewolf), or the three schoolmates (a genki underclassman, an aloof senior and the players childhood friend).

8.0

Love Hina Gorgeous: Chiratto Happening!!



J

Developer	Konami
Publisher	Konami
Release date	(jp) May 22, 2003
Genre	Visual novel
Mode	1 Player

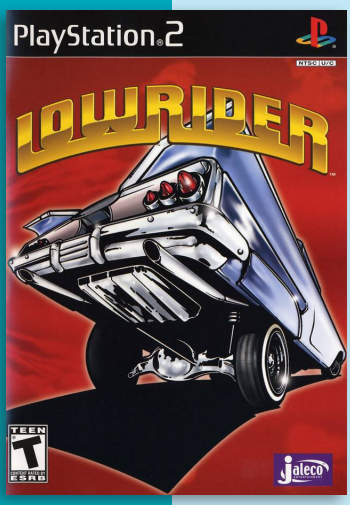
Love Hina Gorgeous is an adventure which puts players in the shoes of the only male protagonist in the series, Keitaro Urashima, who is trying to get into college while at the same time performing his duties as the dorm manager. He need to improve his grade if he's ever going to get a chance to get into a college of his choice, a University of Tokyo. Taking care of a girls only dormitory won't help him achieve his goal, quite the contrary, it may lead him into many troubled situations and misadventures. Adventure mode plays in a sort-of visual novel fashion with limited time for certain choices while exploration mode lets players explore the locations in third person using the cursor to interact with items and characters around them. There are also various action event sequences which comprise of various mini-games as well as studying portion of the game which requires players to answer questions correctly and level up their character skills. Additionally, the main menu includes a bonus album containing gallery of CG events and artwork which can be seen after encountering them in the story mode.

"mobygames.com"

Limited Box

Lowrider

4.6



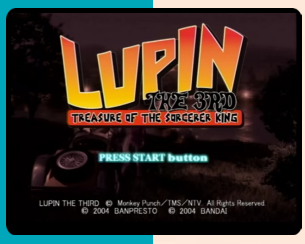
Developer	Pacific Century Cyber Works
Publisher	Pacific Century Cyber Works, (us) Jaleco
Release date	(jp) December 19, 2002
Genre	Music, Action
Mode	1-2 Players

Players can pick from 18 different cars and show their skills at hopping, pancaking, juggling, and several other maneuvers in a contest against either the computer or another player. The game also includes a custom paint feature, as well as a soundtrack consisting of either southern crunk (in the US release) or Japanese hip-hop music (in the Japan release).

"mobygames.com"

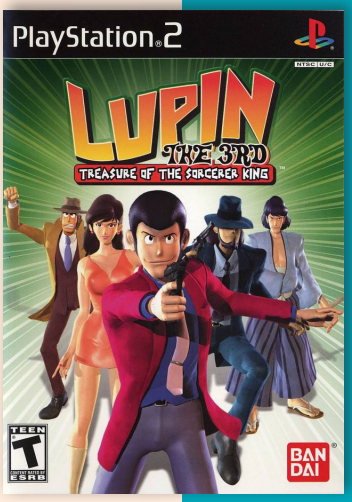
J N

6.7



Lupin the 3rd: Treasure of the Sorcerer King

Developer	Banpresto
Publisher	Banpresto, (us) Bandai, (eu) 505 Games
Release date	(jp) November 28, 2002
Genre	Action-adventure
Mode	1 Player



Lupin the 3rd: Treasure of the Sorcerer King is a stealth action game putting players in the role of anime legend Lupin the 3rd. Together with Jigen and Goemon, Lupin seeks to steal valuable treasures out from under Inspector Zenigata's nose. Players have access to Lupin's wide array of gadgets and disguises, which allow him to pass by guards unnoticed or to get close enough to pick their pockets.

The game plays like an arcade answer to Metal Gear Solid or Splinter Cell. The game also has puzzles in the classic Resident Evil mode. It plays out from a third-person perspective with a first-person free look option.

"mobygames.com"

Lupin Sansei: Columbus no Isan wa Akenisomaru

7.6

Developer	Nex Entertainment
Publisher	Banpresto
Release date	(jp) November 25, 2004
Genre	Action-adventure
Mode	1 Player

Master thief Lupin the Third is after the ship's log from Christopher Colombus' famous voyage to the New World. It's scheduled to go up for bidding at the St. Mary Charity Auction taking place on the top floor of Gable Tower, an incredibly secure high-tech fortress.

Lupin Sansei: Colombus no Isan wa Ake ni Somaru ("Lupin the Third: The Inheritance of Colombus is Dyed in Vermilion") is the second PS2 game based on the popular Lupin the Third anime franchise, after Treasure of the Sorcerer King. Like its predecessor, it is once again a third-person action game with a heavy focus on stealth and disguises. Lupin can use a variety of weapons including his trusty P38 pistol, as well as steal items and outfits from enemies and disguise himself to avoid detection.

Lupin Sansei: Lupin ni wa Shi o, Zenigata ni wa Koi o

7.6

Developer	Nex Entertainment
Publisher	Banpresto, (eu) 505 Games
Release date	(jp) February 22, 2007
Genre	Action-adventure
Mode	1 Player

After receiving a message from his on-again off-again love interest Fujiko Mine, master thief Lupin the Third has just arrived in the ancient city of Canghai along with his partners Jigen and Goemon. However, when they arrive at the meeting point, a mafia boss named Kouring shows up, demanding Lupin's cooperation in exchange for Fujiko's life. Lupin tries to rescue Fujiko himself, but winds up cursed by an ancient black art, which will kill him in three days. Ancient documents that Fujiko found show that the Cang dynasty treasure she's looking for may also hold the key to curing Lupin's curse.

"Lupin the Third: Lupin is Dead, Zenigata is in Love" is the third and final PS2 game based on the Lupin the Third franchise. There is less of a focus on stealth compared to the previous titles, but it is still possible to use disguises to sneak past and glean information from enemies.

J P

Lost Aya Sophia

6.6

J

Developer	Design Factory
Publisher	Idea Factory
Release date	(jp) May 27, 2004
Genre	Visual novel
Mode	1 Player

The protagonist of the game, Yuuji Oguma, is having a strange dream lately. He's dreaming of someone being surrounded by the flames. Not really sure what to think about this recurring dream, one day he meets a girl in town, Mary, who tells him that his soul has been possessed by the devil. Yuuji is a student in a religious school, and just as the next semester begins, he realizes that the girl he met in town just transferred to this school. Together, the two of them start to get involved in solving the mystery. The game plays as a typical visual novel where choices affect the path of the story and your character's personality, which may lead to one of the two different ending.

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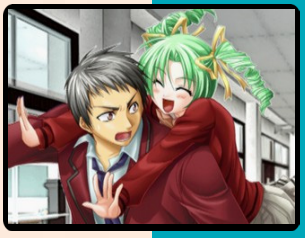


7.3

Lucian Bee's: Resurrection Supernova

J

Developer	HuneX
Publisher	5pb
Release date	(jp) July 30, 2009
Genre	Visual novel
Mode	1 Player

In the game, the protagonist is part of Strike, one of the units in a secret organisation that transforms 'dame otoko', ugly guys into good looking guys. They are given the task to sort out a new boy band Romanxia. There are six guys in the band, each one of them very unique and belonging to a different nationality.

Lucian Bee's: Evil Violet

6.0

Developer	HuneX
Publisher	5pb
Release date	(jp) May 20, 2010
Genre	Visual novel
Mode	1 Player

Lucian Bee's: Evil Violet is part of the two fandiscs released for Lucian Bee's: Resurrection Supernova.

The Evil Violet version let players take part in the boy band Honeybuzzard VI with members of Daresign.

J

Lucian Bee's: Justice Yellow

4.0

J

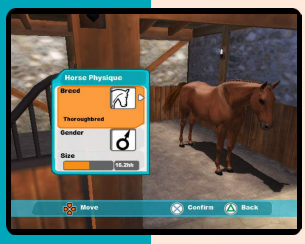
Developer	HuneX
Publisher	5pb
Release date	(jp) May 20, 2010
Genre	Visual novel
Mode	1 Player

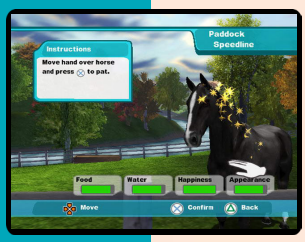
Lucian Bee's: Justice Yellow is another fan disc. Players take part in the boy band Metropolis V with members in Justice Yellow.

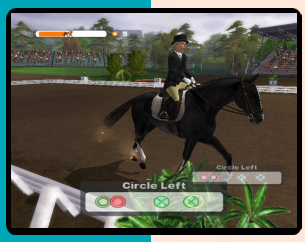
The fan discs are basically all choice-based and can be finished under 2hours.

Lucinda Green's Equestrian Challenge

5.8







Developer	2Wg
Publisher	Red Mile Entertainment, (eu) Codemasters
Release date	(us) November 15, 2006
Genre	Sports
Mode	1-4 Players

Equestrian Challenge is an horse riding game based on three-day eventing: Show Jumping, Cross Country, and Dressage. It was released for the PlayStation 2 and Windows.

The player begins as a young rider at the two-star level who is taken under the wing of Lucinda Green, one of the world's most accomplished eventing riders, who trains them and their horse to reach three and four-star competitive events.

These competitive events take place at the officially licensed event locations: Adelaide, Kentucky, Badminton, and Burghley.

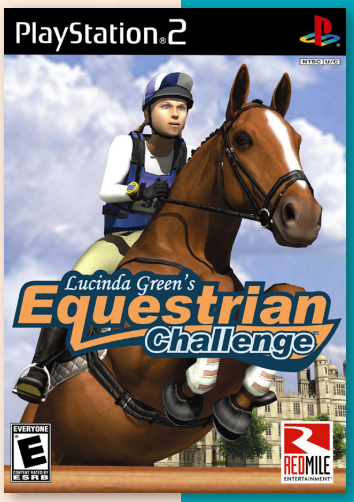
The player's horse must be cared for at home in the paddock to make sure it's fed, watered, groomed, and happy. The player is also able to develop the horse's stats (Speed, Stamina, Jumping, Agility, Trust) by winning events and progressing through the game.

At the four star-level, the player must compete against some of the world's top riders, including: Polly Stockton, Mary King, Phillip Dutton, William Fox-Pitt, Andreas Dibowski, Wendy Schaefer, Caroline Powell, Jan Thompson/Byyny, Andrew Scott, Megan Jones, Dirk Schrade, Clayton Fredricks, Karren O'Connor, Nick Gaulett, Darren Chiaccia, and David O'Connor.

During the game the player wins hundreds of unlockables, including: clothes, ribbons and prizes. Some of these are used to improve your performance in subsequent events, others as awards for winning competitions.

With Lucinda Green's guidance, the ultimate goal is to win all four four-star events at Adelaide, Kentucky, Badminton, and Burghley.

"mobygames.com"



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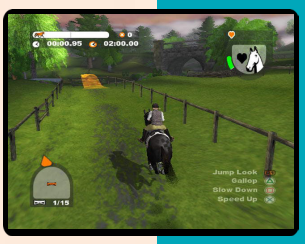
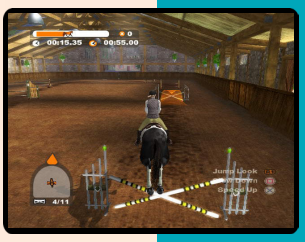




7.8

Lucky ☆ Star

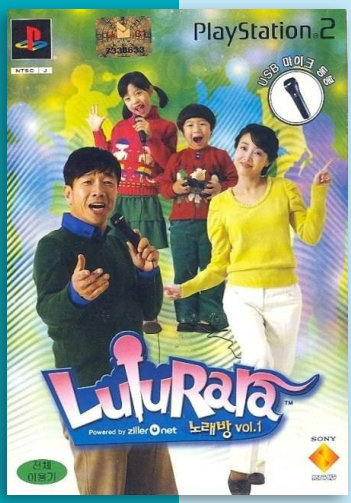
Developer	Vridge
Publisher	Kadokawa
Release date	(jp) January 24, 2008
Genre	Visual novel
Mode	1 Player

Lucky * Star - Ryouou Gakuen Outousai: Kadokawa Shoten is a visual novel based on the Japanese four-panel comic strip manga by Kagami Yoshimizu. Players take control of a transfer student and join Konata and the others.

The Deluxe Pack contains a girl's winter uniform, a Lucky Star collection poster set and a School nameplate and pin.

"psxdatacenter.com"

LuluRara vol.1: Powered by Ziller.net



Developer	Studio9
Publisher	SCE Korea
Release date	(ko) December 8, 2005
Genre	Music
Mode	1-2 Players

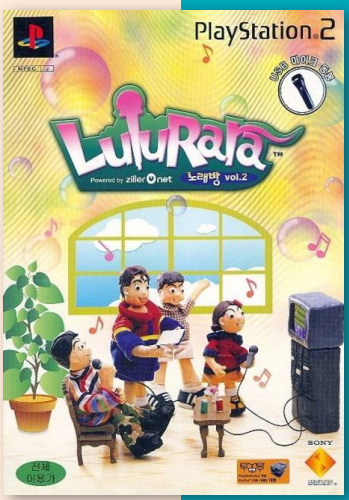
LuluRara is a Korean karaoke game series. The games feature USB and Eyetoy compability. Players try for the highest score, and can freely select background screen with different video, graphics or USB camera screen.

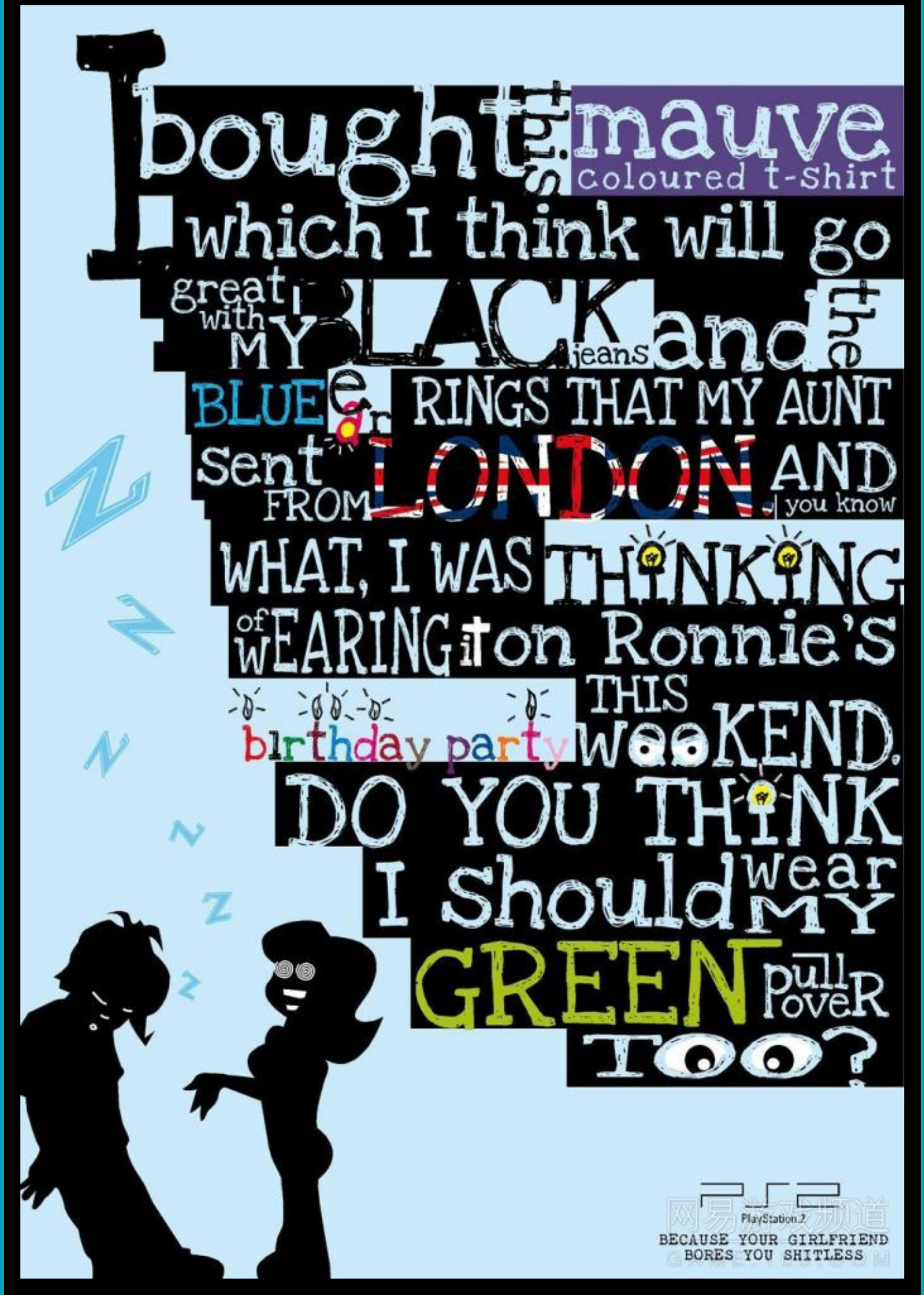
The first volume include over 800 different songs.

LuluRara vol.2: Powered by Ziller.net

Developer	Studio9
Publisher	SCE Korea
Release date	(ko) May 11, 2006
Genre	Music
Mode	1-2 Players

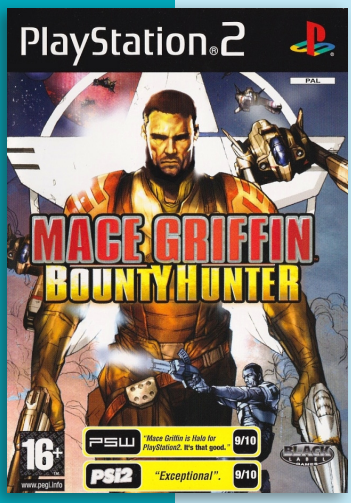
Like the first game, players can take part in a variety of mini-games, such as picture-matching, memory game, etc., but with the new mini-game, 'Dart Fit'. The second game adds more songs and the user interface is exactly the same as the previous game.




I bought this mauve coloured t-shirt
which I think will go
great with my BLACK jeans and the
BLUE earRINGS THAT MY AUNT
sent FROM LONDON AND
you know
WHAT, I WAS THINKING
of WEARING it on Ronnie's
birthday party THIS WEEKEND.
DO YOU THINK
I should wear MY
GREEN pullOVER
TOO?
PlayStation.2
BECAUSE YOUR GIRLFRIEND
BORES YOU SHITLESS

Mace Griffin Bounty Hunter

6.2



N P

Developer	Warthog Games Ltd.
Publisher	Vivendi Universal Games
Release date	(us) June 20, 2003
Genre	First-person shooter
Mode	1 Player

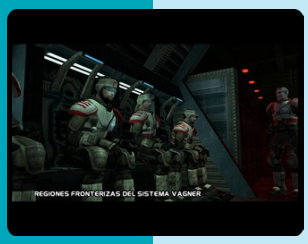
Mace Griffin: Bounty Hunter is a first person shooter released for the PlayStation 2, Xbox and Windows. A GameCube version was in development, but was eventually cancelled.

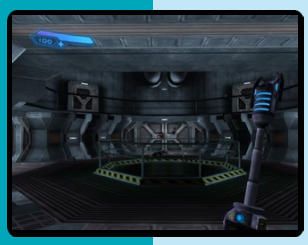
One unique feature is the ability to switch between on-foot FPS combat to spacecraft dogfights seamlessly, with no loading times during such moments. This is extended to being able to move away from the controls and walk around during flight as the ship continues on its course. Each weapon also has an alternative fire. For example: the four barrel shotgun can be fired as a single shot or a burst from all barrels. The semiautomatic pistol can also be fired in a three-round burst or fully automatic.

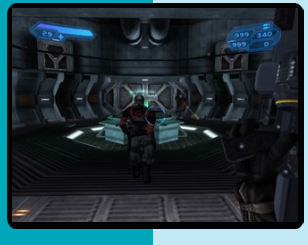
The game's plot occurs in the Vagner System on the edge of the known universe in an alternate history. The Vagner System is a frontier or wild west that is inhabited by large corporations and pioneers looking for a fresh start or to make a quick buck. The backbone of the Vagnerian economy is the large Tannan Corporation, which has a virtual monopoly over the Vagner System. In order to maintain law and order and to protect their interests, a group of large corporations founded the Enforcer police service in the Vagner System. In addition to the Enforcers, the Guild of Bounty Hunters was established.

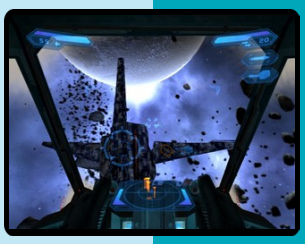
It develops as a series of missions Mace Griffin (voiced by Henry Rollins) is given while working for the Guild of Bounty Hunters. During these seemingly unrelated missions, Mace discovers a dark conspiracy taking place in the Vagner System involving the appearance of mysterious black wormholes while he is out for his own form of justice: revenge for being thrown into jail years earlier through an act of betrayal. He must seek out and destroy those who have wronged him.

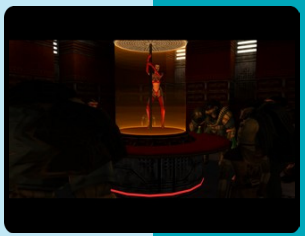
Three different races populate the Vagner System, all settlers from their own home systems. These are humans, the Jaldari, large gorilla-like humanoids and Valleakan, green lizard-like humanoids. All three races are at peace and mix freely together throughout the universe.





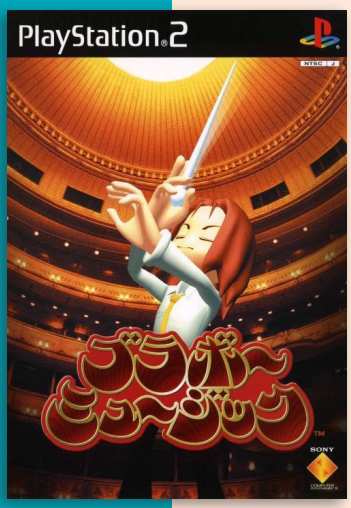






Mad Maestro!

6.5



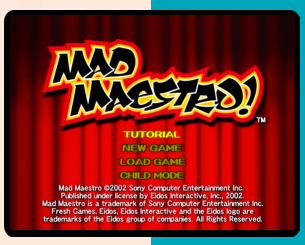
Developer	Desert Productions, Inc.
Publisher	Eidos Interactive
Release date	(jp) October 11, 2001
Genre	Music
Mode	1 Player

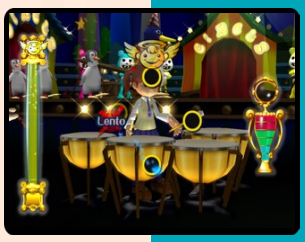
Mad Maestro!, known in Japan as Bravo Music, is a classical music rhythm game. The game features classical songs, such as Swan Lake, Hungarian Dance No. 5 & 6, and Night on Bald Mountain.

Typically rhythm games rely on timed input according to on screen cues and tempo. Mad Maestro features this style of gameplay, with the additional layer of pressure sensitivity. Utilizing the pressure sensitivity with the DualShock 2, the player must conduct an orchestra by tapping correlating buttons with varying degrees of pressure. There are three levels of pressure; light, medium and hard. The Japanese release featured an optional Baton peripheral.

The game received "mixed or average" reviews according to Metacritic. The use of pressure sensitivity in addition to standard rhythm game play mechanics was considered by some to be overcomplicated. In Japan, Famitsu gave it a score of 30 out of 40.

According to Dengeki Online, the Japanese edition of Mad Maestro was the 195th best-selling video game of 2001 at 54,794 copies.

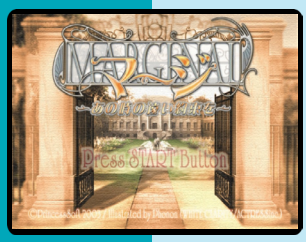




J N P

Ma-Gi: Marginal

8.3



J

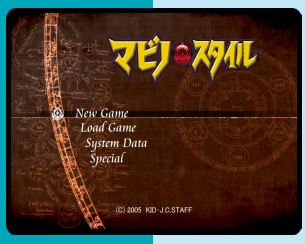
Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) July 17, 2003
Genre	Visual novel
Mode	1 Player

The protagonist Shio lost his parents when he was young and lived with his grandfather since then. When the grandfather is on his deathbed, he gives Shio the key to a house located in a village and tells him that he has the right to choose if he wants to live there. Thus, Shio goes to the village thinking that the house is abandoned, but he finds that five maids live there. Soon, another maid who came from the woods joins them.

The deluxe version of Merge Marginal includes a 32-page sketchbook which is packaged with the game in a slipcase.

Mabino Style

7.7



J

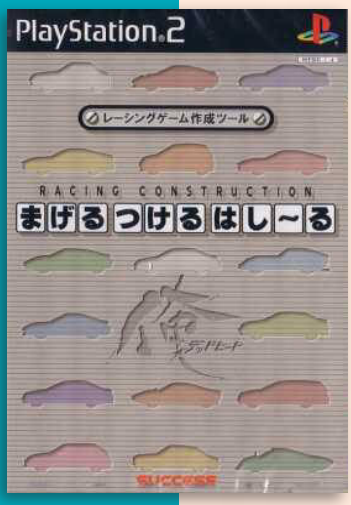
Developer	Kid
Publisher	Kid
Release date	(jp) April 28, 2005
Genre	Visual novel
Mode	1 Player

Mabino Style is a dating simulation visual novel set in a fantasy world of magic. Players take the role of a student in training at a magic school. During the training schedule players will get to meet several young female witches with whom he will learn various magic and get to know each other in the process. Magic training is done via several different mini-games such as using cards or magic wand.

"mobygames.com"

Mageru Tsukeru Hahiiru: Ore * Dead Heat

6.1



J

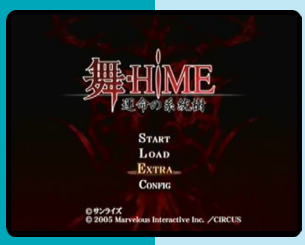
Developer	Success
Publisher	Success
Release date	(jp) August 1, 2002
Genre	Racing
Mode	1-2 Players

This title is a racing construction game featuring seven different editors. Players can design the circuits and the different cars parts, design the enemy vehicles, and the game story. The game also comes with already made story modes in which the player can drive the car and advance through the game's plot.

"psxdatacenter.com"

Mai-HiME: Unmei no Keitouju

7.2



J

Developer	Circus
Publisher	Marvelous Entertainment
Release date	(jp) June 30, 2005
Genre	Visual novel
Mode	1 Player

Players take the role of Takamura Kyouji, a university undergraduate of archeology (and still in school). By help from Sears Association, he get a temporary teaching intern job at Fuuka Gakuen class 1-3 (Miyu, Natsuki, Mai and Akane's class) teaching History. In reality, he's at Fuuka to research the Hime Legend.

"psxdatacenter.com"

Madagascar: Escape 2 Africa

5.6

Developer	Toys for Bob
Publisher	Activision
Release date	(us) November 4, 2008
Genre	Action
Mode	1-2 Players

Madagascar: Escape 2 Africa is based on the film of the same name. The gameplay is similar to the first movie's video game with the same characters and moves, although the environment is in Africa.

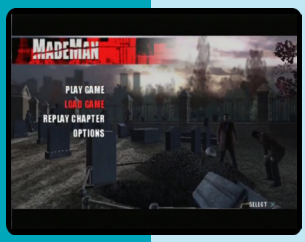
Players will be able to control all four main characters. In order to progress through the game, they will have to complete various objectives to aid their escape from Africa, such as sneaking the penguins through the human camp to get supplies, help Gloria search caves for hidden treasure whilst avoiding crocodiles and using a penguin driven car to chase a human convoy and get supplies.

There are several multiplayer tournaments available, including 4 player soccer, mini golf, jungle chess, musical chairs and volcano dancing.

N P

Made Man: Confessions of the Family Blood

4.5



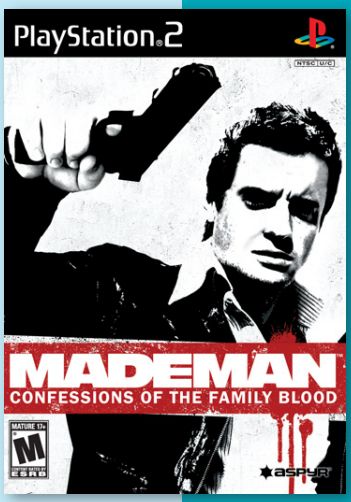
N P

Developer	Silverback Studios
Publisher	Mastertronic, (us) Aspyr
Release date	(eu) November 30, 2006
Genre	Third-person shooter
Mode	1 Player

Made Man is a 2006 third-person shooter set in the New York City underworld of organized crime in the Mafia. The storyline is written by crime author David Fisher with collaboration from former mafioso Salvatore "Bill" Bonanno.

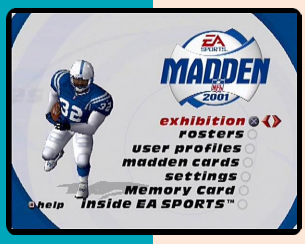
The player assumes the role of Joey Verola, a former soldier, as he is indoctrinated into the world of American organized crime and must relive his life - every moment, every kill - as he rises through the ranks to become a made man. The storyline spans three decades of his life, from the horror of Vietnam to the urban jungle of Brooklyn.

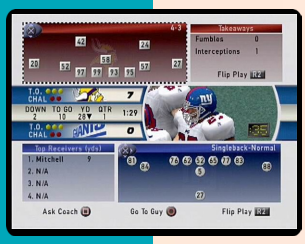
The game is played from a third-person perspective, much like Max Payne. Players can take cover behind objects, making Joey press his back against said object (i.e. a wall, a trash bin, etc.) and can then shoot from behind it.

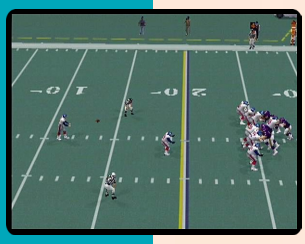


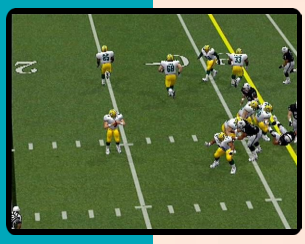
Madden NFL 2001

9.1







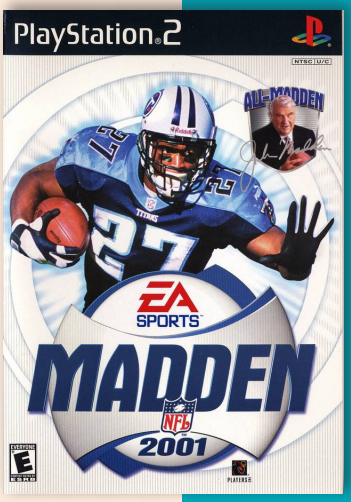


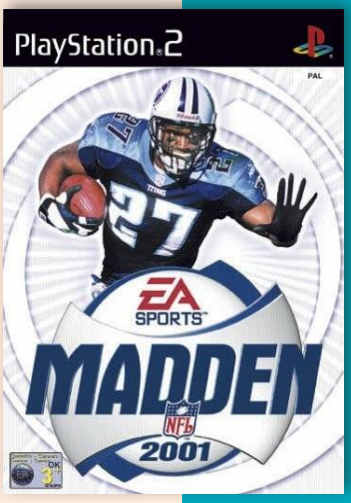
J N P

Developer	EA Sports
Publisher	EA Sports, (eu) EA, (jp) Electronic Arts Victor
Release date	(us) October 23, 2000
Genre	Sports
Mode	1-2 (8) Players

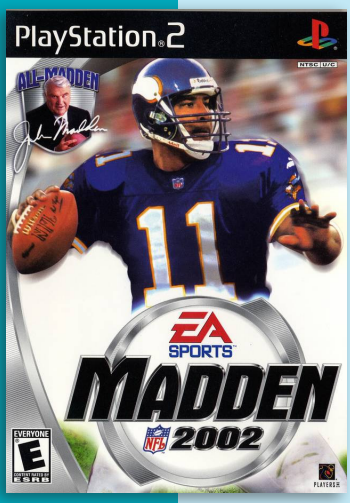
Madden NFL 2001 is an American football game. It is the third in the Madden NFL series to include an NFL player, Tennessee Titans running back Eddie George, on its cover (the first being Madden NFL '95, which featured Erik Williams and Karl Wilson along with Madden himself). In addition, it is the first game in the series to have a player, instead of John Madden featured prominently on the box art. Instead, his picture is shown on a small logo, which would reappear for every following game until Madden NFL 06. It is also the first game in the Madden NFL series to appear on the PlayStation 2 game console. This is the first Madden game to feature NFL Europe teams.

Madden NFL 2001 includes several customizable modes. Players have the ability to create a play, create a player, run a franchise, and collect Madden Cards, allowing players to perform certain actions during gameplay (for example, adding 5th downs, or limiting the CPU-controlled team to 3rd downs). The cards can also alter individual player ratings, unlock special stadiums, and unlock Hall of Fame and All-Madden teams.





Madden NFL 2002



Developer	EA Sports
Publisher	EA Sports, (eu) EA, (jp) Electronic Arts Victor
Release date	(us) August 19, 2001
Genre	Sports
Mode	1-2 (8) Players

9.4

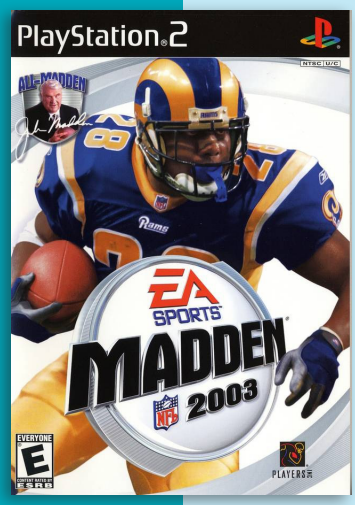
J N P

Madden NFL 2002 (also known as Madden 2002) features former Minnesota Vikings quarterback Daunte Culpepper on the cover. Pat Summerall and John Madden are the commentators. The game was a GameCube and Xbox Launch title as well as one of the last titles released on the Nintendo 64, as well as the Game Boy Color.

Madden NFL 2002 features play now, season, franchise, tournament, create-a-player and create-a-team modes. It also has the Madden Card feature. This is the first Madden to feature the Houston Texans in the team select.

Madden NFL 2003

9.5



J N P

Developer	EA Sports
Publisher	Electronic Arts, (us) EA Sports
Release date	(us) August 12, 2002
Genre	Sports
Mode	1-2 (8) Players

Madden NFL 2003 is the 14th installment of the Madden NFL series. The commentary is provided by Al Michaels.

The game features on-line gaming capability and also adds new teams like Houston Texans, and new NFL division alignment. The game also has Create-a-Player option, where the players can determine in mini-games their physical conditions, for example, to be receivers or quarterbacks. Later players can include these players into teams. However, there is also availability to trade players instead of train them. Also the game has an option, which allows to play from playbook and then practice it.

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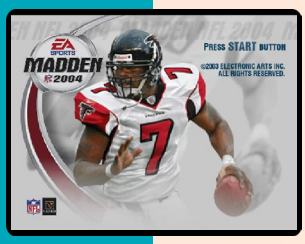
Madden NFL 2004

9.4

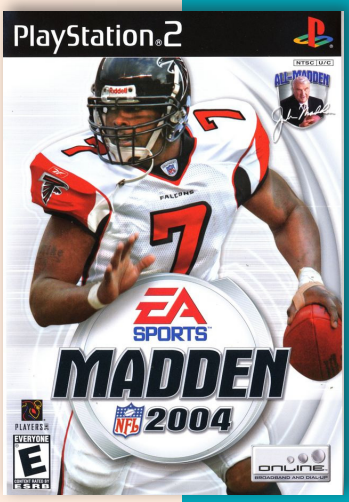


N P

Developer	EA Tiburon
Publisher	Electronic Arts, (us) EA Sports
Release date	(us) August 12, 2003
Genre	Sports
Mode	1-2 (8) Players

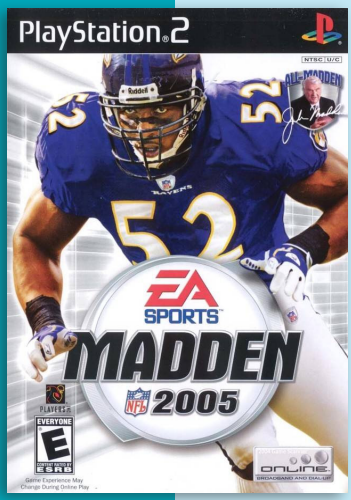
New features in Madden 2004 include a new owner mode option that allows the player to control a franchise. In this mode, the player takes on all the responsibilities related to owning a professional football team, from regulating hot dog prices, to team relocation, to hiring and firing coaching staff. Another new feature is the ability to edit a historic team. Also, a new training camp mode, occurring before the preseason, that can help player progress faster by putting him through mini-camp drills.

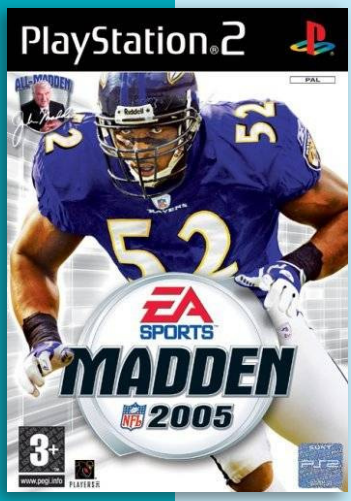
This Madden game is best known for the 95 speed Michael Vick which has been used in the most recent Madden games (25 and 15) in Ultimate Team mode as a 99 overall with either 99 or 100 speed. Vick is also widely called the greatest Madden character of all-time because of his speed. The game is an EA Sports Bio game, and is compatible with other EA Sports games with the feature (NCAA Football 2004, NASCAR Thunder 2004).

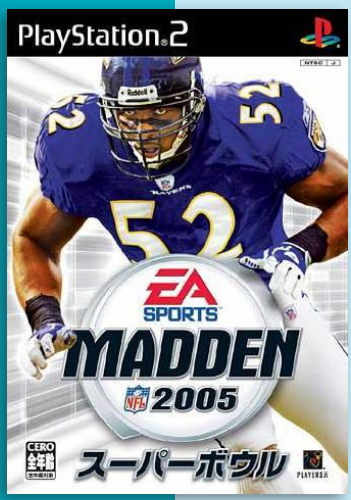


Madden NFL 2005

9.1







Developer	EA Tiburon
Publisher	EA Sports
Release date	(us) August 9, 2004
Genre	Sports
Mode	1-2 (8) Players

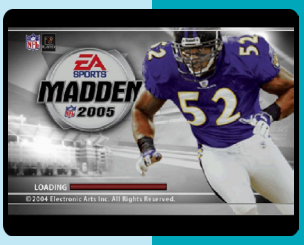
Besides the usual roster updates, the major gameplay changes in this iteration mostly concern defensive play. There are also expansions to the franchise mode and to online modes along various other additions and changes. This edition introduces online league play for the first time on both PS2 and Xbox.

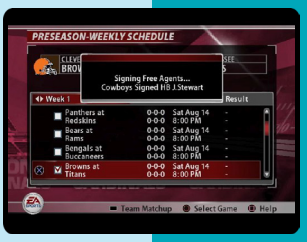
Major changes to defensive play include the introduction of the Hit Stick: it allows precise and context-sensitive tackling through the use of the second analog stick. There is now also defensive playmaker control (allowing on-the-fly position changes) and defensive hot routes. The offense was also expanded and now allows for formation shifts on the line.

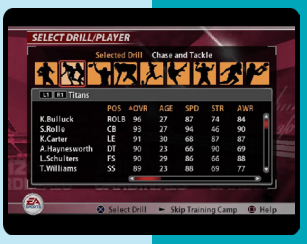
The franchise mode now features the Storyline Central option, which features an "EA Sports Radio" show hosted by Tony Bruno, featuring news and reports around games and the league, interviews with players and call-ins from fans. There are also newspaper articles (featuring real licensed papers from around the US), emails from players and coaches and more. All of this is accessed through a redesigned interface resembling a PDA. Another new feature is morale for players, which changes throughout the season depending on their contracts, win-lose performance, being benched and more. The draft system has also been revised, and drafting new players can also affect the morale of existing players.

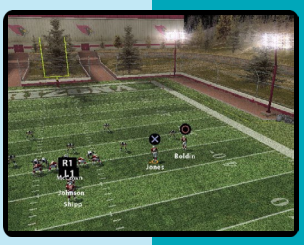
Another new feature is called Create-A-Fan: players can create fans with an editor, having them put on outlandish costumes and then watch them sit in the stadium during a game.

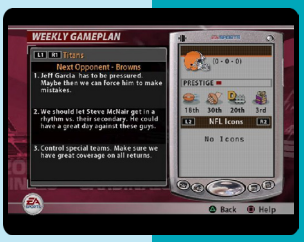
"mobygames.com"





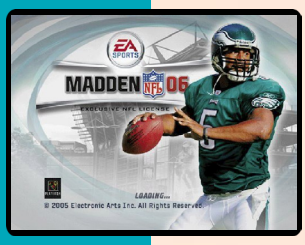


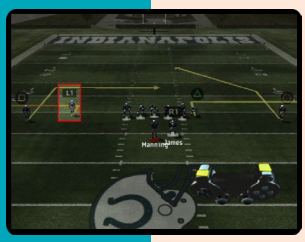


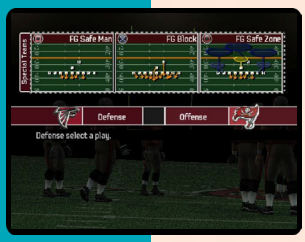


Madden NFL 06

8.8







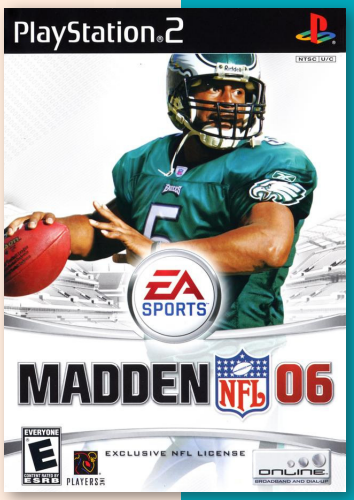
Developer	EA Sports
Publisher	EA Sports
Release date	(us) August 8, 2005
Genre	Sports
Mode	1-2 (8) Players

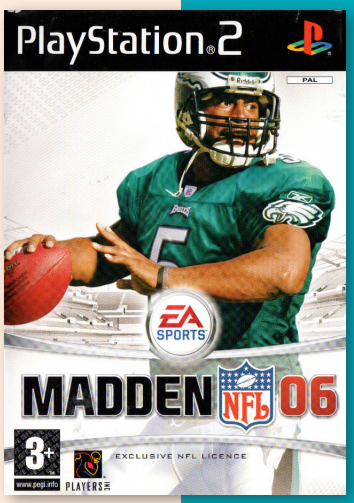
Madden 06 introduces the Superstar mode, which allows the player to create and take control of an NFL player from his rookie year all the way to retirement. An athlete can be created by evaluating pairs of judging, based on their IQs, occupations, and hobbies, whether their child would excel in the NFL or by importing a player. Superstar mode is essentially Madden's Franchise mode seen through the eyes of this athlete. Rather than manage the team's front office, the player manages the career of his athlete.

It also features the new QB Vision Control. A cone, appearing as a spotlight emitting from the quarterback, simulates his field of vision. To make an accurate pass, the quarterback must have his intended receiver in his field of vision. Passing to a receiver not in the cone reduces pass accuracy significantly. The size of the quarterback's vision cone is directly correlated to his Awareness rating.

However, this has been criticized by many fans because it may resemble some bias that EA Sports and the Madden series itself is frequently accused of. A player can shift the vision cone with the right analog stick, or focus the cone on a specific receiver by holding a shoulder button and pressing the button assigned to that receiver. This change also met with the poor reception. Although the passing system adds a whole new level of realism, it also makes the game significantly more difficult for players playing teams with less-aware quarterbacks. These players will be forced to improve their reflexes in order to be competitive, as throwing outside the QB vision cone results in a very weak and inaccurate pass.

The most critically acclaimed new feature is the highlight stick, which functions like an offensive version of the hit stick from the previous year. When running the football, a player can push forward the right analog stick to run over the defender, at the cost of risking a potential fumble. Several features from previous titles return such as hot routes, playmaker features, and franchise features.



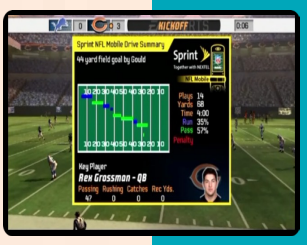


J N P

Madden NFL 07

8.4

Developer	EA Sports
Publisher	EA Sports
Release date	(us) August 22, 2006
Genre	Sports
Mode	1-2 (8) Players



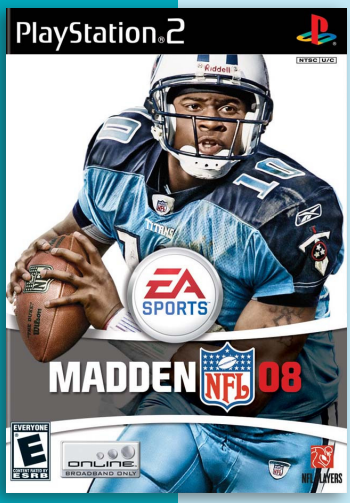
Madden NFL 07 is the seventeenth installment of the Madden NFL series. This version updates some features, and brings more depth to some game modes from previous Madden titles.

The 07 game focuses on the Running Back by giving players lead blocker controls. After selecting a running play, they can cycle through offensive players to open up gaps. New evasive maneuvers are controlled with a separate stick to elude defenders, along with new juking and spinning maneuvers.

Players can start a career with their favorite NFL team, draft the players, call the plays, and lead the team to a dynasty. Or, make their own player and guide him on and off the field through his entire career starting with the draft.

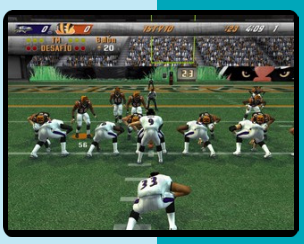
J N P

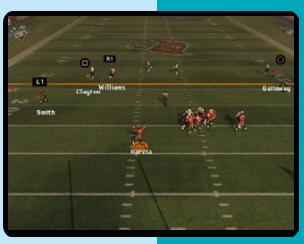
Madden NFL 08



Developer	EA Tiburon
Publisher	EA Sports
Release date	(us) August 14, 2007
Genre	Sports
Mode	1-2 (8) Players

7.8





Madden NFL 08 was the 19th installment in the Madden NFL video game franchise. This was the first Madden game made for 11 different platforms and would also eventually become the last video game for the GameCube produced and released in North America.

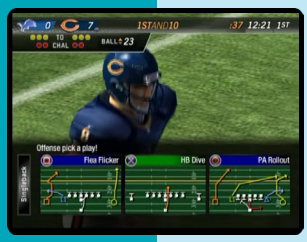
EA Sports' 2008 edition in the Madden series has some new features along with an updated roster and some new animations. The new read and react system lets players see their opponents weakness against their own players letting them exploit their weakness. The AI is more improved plus the new receiver control/lead block feature lets them play as a blocker to create a hole in the defence and switch back to the runner to bust through.

It also features new skill drills to help the player gain more stats in the NFL Superstar along with the new Ring of Champion feature.

J N P

Madden NFL 09

6.7



Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) August 12, 2008
Genre	Sports
Mode	1-2 (8) Players

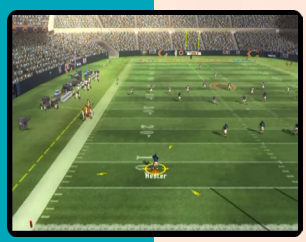
With the main focus of the series having changed to the next-gen versions, the version for PS2 and Xbox targets new and casual players by offering new simpler controlling options, while re-using and enhancing the modes seen in previous installments.

Returning modes include Play Now, Franchise, Superstar, Fantasy Challenge and Skill Drills. The new Family Play option allows quick exhibition games with simplified controls and choice of plays. A new control option for experienced players is the QB Avoidance Stick, allowing quarterbacks to avoid defenders through analog stick movements. The Super Sim feature allows players to fast-forward through the next play, change of possession, quarter or even to the end of the game. Franchise mode now features the Franchise Decades system, in which the player's progress throughout the seasons.

N P

Madden NFL 10

6.8

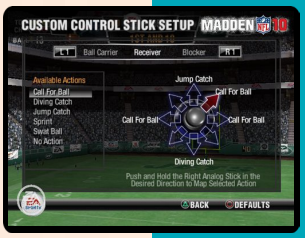


N P

Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) August 14, 2009
Genre	Sports
Mode	1-2 (8) Players

Madden NFL 10 is the tenth iteration of the series on the PlayStation 2. Besides the usual roster updates, it modifies last year's version only slightly, with all previous modes included, and some small changes to gameplay.

Gameplay modes include Play Now, Family Play (with simplified controls), Superstar, Franchise, Fantasy Challenge, Skill Drills, and more. The major gameplay change is the custom control stick: players can assign a large number of moves to the right analog stick, with unique sets for each position. For multiplayer games, an "icing the kicker" mechanic was added: the defending player calls a time out just before the kick and can then increase the kicker's nervousness by button-mashing, causing the offensive player's controller to vibrate.



8.0

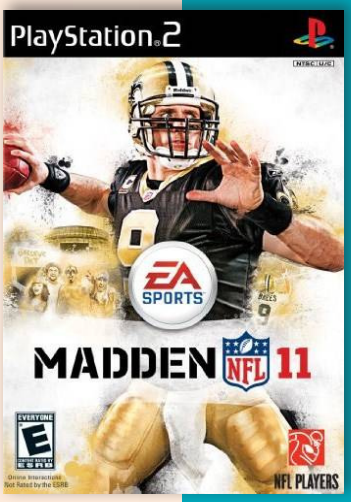
Madden NFL 11

Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) August 10, 2010
Genre	Sports
Mode	1-2 (8) Players

The version for PlayStation 2 is based closely on the previous year's version, with roster updates, but reusing that version's modes, menus and gameplay options. The only major changes are new commentary by Gus Johnson and a new soundtrack.

Returning gameplay modes include Play Now, Family Play (with simplified controls), Superstar, Franchise, Fantasy Challenge, Skill Drills, and more. Online multiplayer however has been removed. All of last year's gameplay changes also return, including the Custom Control Stick and the "fight for the fumble" QTE mini-game.

"mobygames.com"



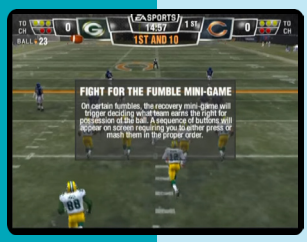
Madden NFL 12

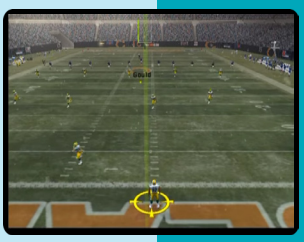
Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) August 30, 2011
Genre	Sports
Mode	1-2 (8) Players

7.7

Madden NFL 12 was the final Madden NFL game to be released on the PlayStation 2 and PlayStation Portable.

The game include 32 NFL teams, stadiums, and every player in the league. Players can play against each other or lead their team to the Super Bowl in Franchise mode, or building a dream team in Madden Ultimate Team.





Magic Pengel: The Quest for Color

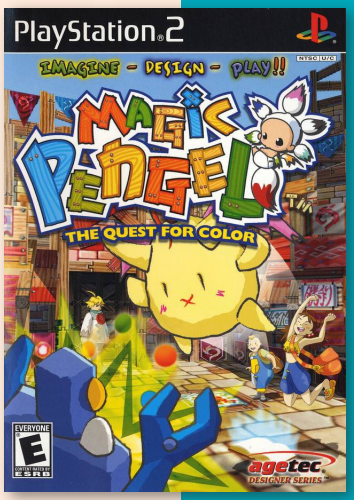
7.4

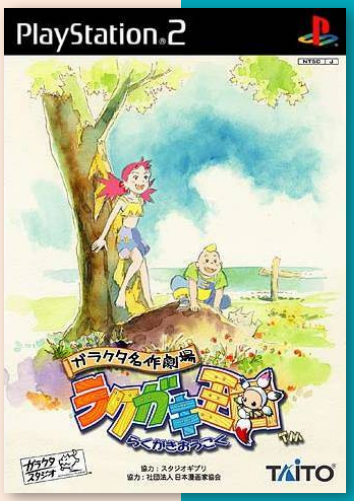
Developer	Taito Corporation
Publisher	Taito Corporation, (us) Agetec
Release date	(jp) March 20, 2002
Genre	Role-playing
Mode	1-2 Players

Magic Pengel: The Quest for Color, known as Rakugaki Ōkoku in Japan, is a 2002 role-playing game. Studio Ghibli collaborated with this game, with the musical composition by Zuntata.

In a magical land, creatures known as Pengel are living fairy paintbrushes, who can draw and bring to life other creatures, called Doodles. One day, the protagonist of the game finds such a Pengel and tries to create a Doodle. The first experiments do not go very well, and the protagonist realizes he requires the help of a young girl named Zoe and her brother Taro. Their father, Galileo, was one of the finest Doodlers (painters who use Pengels) in the land. But he had to flee as he refused to work for the corrupt king, who uses the art of Doodlers for his evil purposes. Zoe, Taro, and the hero must participate in a battle tournament and find a way to bring Galileo back and defeat the king.

Combining the collectible monsters genre (e.g., Pokémon) with the interactive art genre (e.g., Mario Paint), Magic Pengel is centered on the player, as a character able to manipulate a "Pengel" to create a creature, or "Doodle". Using the Pengel (pronounced "pen-jell") as a cursor, the player simply sketches out the limbs, body, and other features. Depending on the amount of magic ink expended, and the types of body parts, the creature will be given certain statistics and created. With the help of Zoe and Taro, the character trains and battles using custom-created designs, which can be traded to or battled with the creations of other players. As the Doodles battle, they become more powerful, and earn points towards the purchase of pre-created Doodles, and extra abilities towards customizable creation. Combat functions according to three selections: attack, magic, and block, as well as a charge command. The three basic maneuvers follow a standard rock-paper-scissors methodology, but repetitiveness is minimized due to the varied attributes of the Doodles, as well as the inability to successively repeat any selection.





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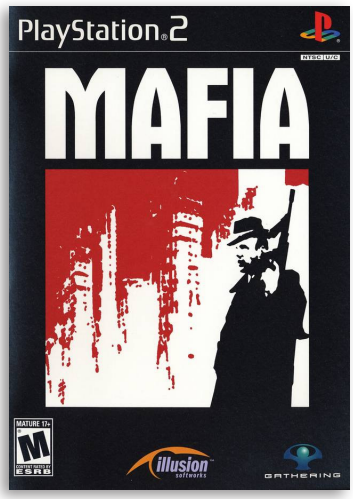
6.5

Mafia



Developer	Illusion Softworks
Publisher	Gathering, (eu) Illusion Softworks
Release date	(us) January 27, 2004
Genre	Action-adventure
Mode	1 Player

Mafia is a 2002 action-adventure released for Windows in August 2002, and later ported to the PlayStation 2 and the Xbox consoles in 2004.

Mafia takes places during the prohibition years of the 1930s, within the fictional American city of Lost Heaven - a coastal city that incorporates architectural styles, public transportation and other notable landmarks from the real-life cities of New York, Chicago and Los Angeles from the same time period - and the surrounding countryside around the city, encompassing around 12 square kilometers. The game traces the rise and fall of Tommy Angelo, a fictional mafioso in the 1930s.

Mafia's storyline gameplay consists of driving, mainly easy city cruise between different locations, as well as chases and races; the rest of the game is based on third-person on-foot navigation and shooting - all inter-connected with cutscenes. In addition to city and countryside, detailed interiors like the city's airport, a museum, a church, a hotel, an abandoned prison, restaurants and Don Salieri's bar are included. Weather changes and day/night cycles are in use, though unlike in Grand Theft Auto missions take place at a set time and the weather is fixed during the duration of the level.

51 classic American cars around the city can be driven in Mafia, plus 19 bonus cars (5 of which are racing models) unlockable after the main mode and the opening of a new game mode. Cars are introduced periodically - in the beginning of the game, early 1920s models drive on the streets of the city, while models from 1930 begin appearing in later game stages. All of the vehicles are based on real-world cars from the era, albeit renamed and redesigned due to copyright issues.

Police book players for minor offenses such as speeding or running a red light, and car accidents cause physical harm to the driving player. While other forms of transport are available, such as trams and elevated rails, they are only ridable and not drivable by the player.

Mafia is noted for having comprehensive damage physics on nearly all vehicles, even going so far as to make use of real-time deformation, compared to vehicles in other games that used pre-made damage models. While substantially more robust than their real counterparts, smaller and weaker vehicles stand less abuse before breaking down and finally exploding, than large armoured vehicles. More realism is added here compared to other games in the same genre, such as the ability to puncture the fuel tank, overheat the engine, and the ability to break transmission gears. Many exterior components (such as windows, tires, headlights, and bumpers) can be removed from most vehicles with physical means such as crash-driving, hitting with blunt weapons (fists, baseball bat) as well as firing weapons at them.

Finishing the main storyline unlocks the "Freeride Extreme" mode, which is essentially the same as Freeride, but with the added benefit of stunt jumps, side quests,

and the lack of police patrols. Side missions in this mode range from the trivial, such as carrying packages or killing gangsters, to the extreme and sometimes outlandish, like chasing an alien spaceship or driving an explosive-rigged truck at a certain speed.

The police department in Lost Heaven uphold the various laws that have been set. When these laws are broken in view of the police, they will respond by booking the player with offenses that can be "minor" or "serious". Minor offenses (such as speeding in a vehicle or running a red light) will end up with the player being fined (-$1,000 in Freeride mode, no monetary value in campaign mode), and serious offenses (such as physical assault, or visible display of a weapon) can lead to the player being arrested for the first offense, or a shootout with the police. A series of four successive minor offenses qualify as a "serious" offense. Police force increases with the severity of the player's disregard of the law to a point where police, now well armed, form blockades with tire spike strips in attempt to defeat the player while firing from behind their cars.

Certain acts which would catch police's attention in real life do not in the game, such as driving on the sidewalk or on the wrong side of the road. The police AI do not recognize computer AI violations. In freeride, the police will ignore violent actions against the player. Certain motorists in the game will resist with violence if the player attempts a carjacking. The AI of these motorists does not differentiate between the player and police officers in active pursuit, and motorists will attack police if they are nearer than the player. The police will not take defensive action against the motorist and will, if the player stays out of reach, eventually be killed by the motorist.

The game was in development since the end of 1998. It was codenamed Gangster and originally intended to be a driving game similar to Driver. Multiplayer modes were also planned and announced during development, but were eventually cut in the final release. The release date was scheduled for 2000. Illusion Softworks initially utilised the engine used in Hidden and Dangerous but was replaced by LS3D as the previous engine did not fulfill the developer's requirements. Due to the change of the engine, the game was released two years later than planned.

Mafia was ported to PlayStation 2 and Xbox in 2004. Illusion was not involved in porting the game. Some of the features of the PC version do not exist in the console port, such as police patrols around the city in Free Ride, and some aspects of the game's realism and graphics.

The original cinematic inspirations of Mafia were films like Goodfellas and The Godfather, aiming for a more serious and mature tone for the game. Wanting to create a rich story line, director Daniel Vavra tried to mix drama, action and humour to heighten the game's realism. The development team originally intended to put players in the role of a police officer taking on the Mafia; this was reversed when Daniel Vavra took in charge of writing the game's script.

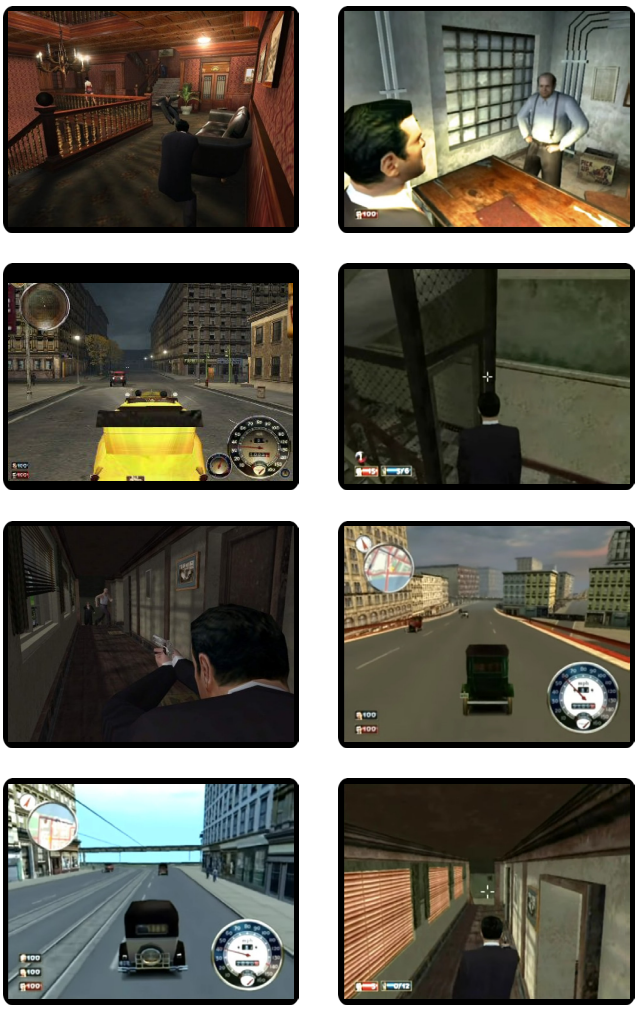
Vavra, on writing Mafia said; *"[As] I dug deeper, I began to see these men as people who are unwilling to obey the rules and would rather set their own. I wanted to tell the full story of a gangster-how somebody joins the Mafia as a young man, rises almost to the top and then falls down to the bottom."*

Mafia was well received by critics and gamers upon release as more realistic and serious than a usual Grand Theft Auto-styled game. Mafia contains a much bigger city to explore

than most video games of the time, with multiple forms of available transport in addition to an expansive countryside. Dan Adams of IGN gave the game a rating of 9.2/10, while GameSpot described the PC version as *"one of the best games of the year"* and rated it at 9.3/10. Game Informer compared it favorably to Grand Theft Auto III, and wrote that *"from the living city in which you reside, to the incredibly realistic vehicles, this title has the heart and soul of a blockbuster."*

While the original PC game received widespread acclaim, the versions for the PlayStation 2 and Xbox were considered inferior by many critics, and received lower scores as a result. In the Czech Republic, the country where the game's developers come from, the game received universal acclaim from both critics and players. Mafia was even elected the best video game developed in the Czech Republic and Slovakia in a Survey by Czech server BonusWeb when it received 3866 votes out of 13,143 as every reader could choose for three games to vote for.

According to Take-Two Interactive, Mafia had sold 2 million copies by 12 March 2008. Its computer version received a "Silver" sales award from the ELSPA, and a "Gold" certification from the Verband der Unterhaltungssoftware Deutschland (VUD), for sales of at least 100,000 units across Germany, Austria and Switzerland.



7.9

Magical Sports 2000 Koushien

J

Developer	Magical Company (Mahou)
Publisher	Magical Company (Mahou)
Release date	(jp) August 10, 2000
Genre	Sports
Mode	1-2 Players

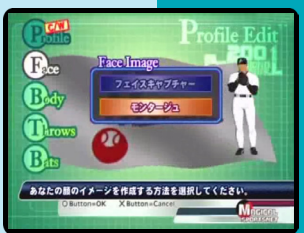
Magical Sports 2000 Koushien is the first of three baseball games in the Magical Sports series. The game offers thousands of different teams with each being fully configurable in addition to multiple uniform designs and options. Other features include real-time weather changes, Cup Mode, Ultimate Series Championship, and two-player exhibition.

Magical Sports 2001 Pro Yakyuu

6.6

Developer	Magical Company (Mahou)
Publisher	Magical Company (Mahou)
Release date	(jp) August 16, 2001
Genre	Sports
Mode	1-2 Players

Magical Sports 2001 Pro Yakyuu is the third and final baseball title in the Magical Sports series. The game let players choose from 4210 different high schools baseball teams. As in the previous titles, players can configure their uniforms, etc.



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8.3

Magical Tale: Chitchana Mahoutsukai

J

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) May 12, 2005
Genre	Visual novel
Mode	1 Player

Magical Tale: Chitchana Mahoutsukai is a visual novel where a curse transforms hte player character into a kid. The player need to search for the magician who cast the spell. This premise wrapped into the genre-typical school seeting. On the quest, the player character attends magic school and deepen his relationship with six girls.

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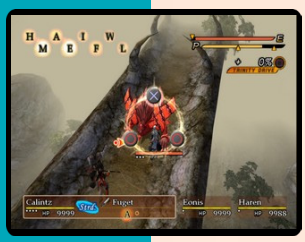
Magna Carta: Tears of Blood

6.6



Developer	SoftMax
Publisher	Banpresto, (us) Atlus, (eu) 505 Game Street
Release date	(jp) November 11, 2004
Genre	Role-playing
Mode	1 Player

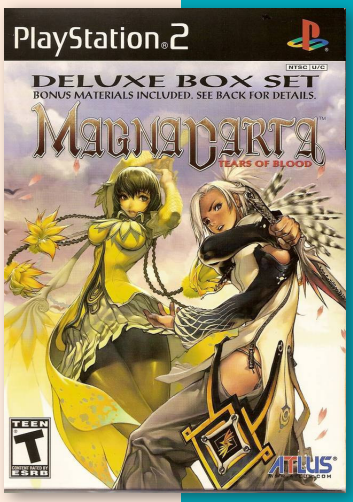
Magna Carta: Tears of Blood is a Korean-made RPG in Japanese style, and a sequel to Phantom of Avalanche; it is set in the same world and has the same protagonist.

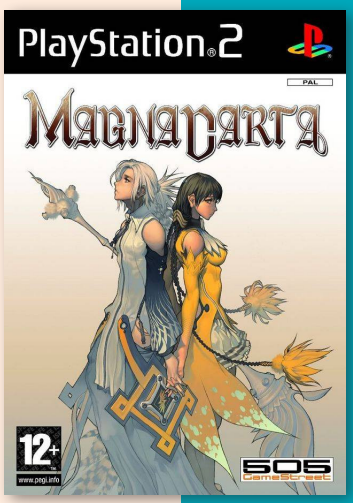
The land of Efferia is a huge continent, where five different races co-exist - alas, not always peacefully. At present, humans and a race called Yasons are having a prolonged conflict. The hero of the game, a young adventurer named Calintz, comes back to his hometown, only to discover that it was destroyed by enemies. Thinking only about revenge, Calintz embarks on a journey that will eventually force him to get involved in the world of conflicts, wars, and intrigues.

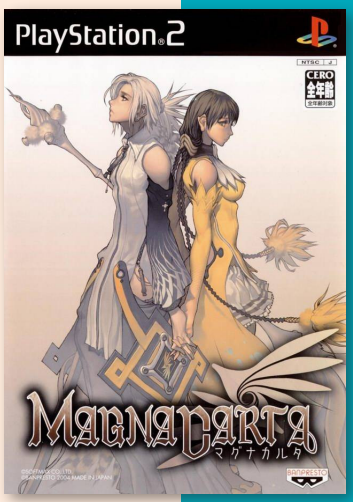
The game's battle elements borrow from Shadow Hearts and the Star Ocean series. Up to three characters may move around the battlefield in real time. The player can only control one character at a time and can only attack after the character fills its "leadership meter" by remaining still. Once filled, the character can initiate an attack by performing a series of three timed button presses (known as the "trinity ring"). If the attack is unsuccessful, the leadership meter empties, and the player must wait for it to refill again.

The three modes of combat that are uniquely embedded are "standard", "combo" and "counter". The standard mode is excellent for offensive and defensive attacks. By perfecting the timing of the buttons, characters will learn stronger attacks. Combo attacks lack defense but are generally used to create powerful offensive attacks by combining all attacks in one turn. The counter mode does what its name implies; not only is the user able to block, but also attack by predicting their enemies' attacks. Players using this mode do not exhaust their leadership meter. Characters may attack with various combat "styles" learned in the game, which use different chi (energy) types to increase their utility. There are eight different types of chi present in all areas, but in different exhaustible quantities.

Reviews of Magna Carta: Tears of Blood were mixed.



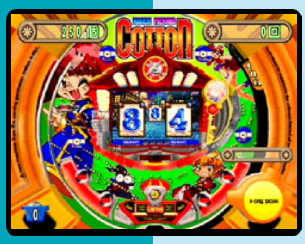




J N P

7.5

Magical Pachinko Cotton: Pachinko Juuki Simulation



Developer	Success
Publisher	Success
Release date	(jp) May 1, 2003
Genre	Gambling
Mode	1 Player

The game is a pachiko simulator featuring recreations of the “Cotton” pachinko machines; CR Cotton L, CR Cotton V / S / M, Cotton EX. The game feature the usual pachinko video game settings in addition to a sound check mode that let players listen to various BGM and sound effects.

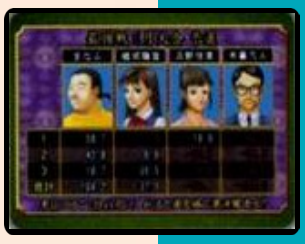
J

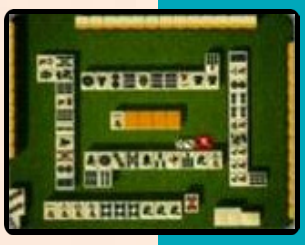
Mahjong

Developer	Success
Publisher	Success
Release date	(jp) July 31, 2003
Genre	Board
Mode	1 Player

Mahjong is a PlayStation 2 game released in the SuperLite 2000 budget range. It was published by Success, which was released in Japan in 2003. The players opponent will talk to them during a match.

The game is one of four different board games released in the SuperLite 2000 series.





J

7.6

Mahjong Gokuu Taisei

Developer	Artdink
Publisher	Artdink
Release date	(jp) November 2, 2000
Genre	Board
Mode	1 Player

The game feature different mythical characters, including Son Goku and Mikura Koza, where the game plays as a strange outdoor RPG mahjong game. The game feature fully voiced characters. A “Teaching function” and “Open replay function” make it easy for beginners to get used to the rules of the game.

J

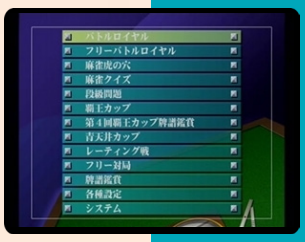
Mahjong Haoh Battle Royale

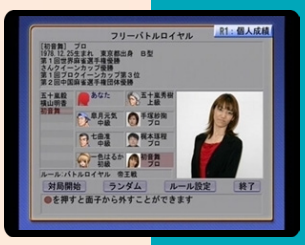
6.8

Developer NCS
Publisher NCS
Release release date (jp) July 14, 2005
Genre Board
Mode 1 Player

This entry in the Mahjong Haou series features a number of new modes of play. As the title would suggest, the new Battle Royal mode allows eight players to take part in survival mahjong. The standard four player mahjong is also included. The new "Mahjong Tora no Ana" mode is also included for the first time, putting the players mahjong skills to the test as they tackle a number of challenges.

Development on Mahjong Haou: Battle Royal was supervised by the Japan Pro Mahjong Association and features a mix of 34 real and fictional players.





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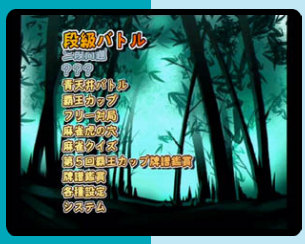
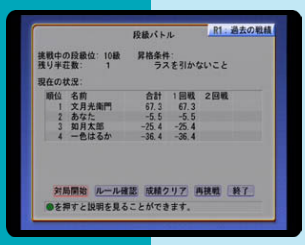
Mahjong Haoh: Dankyuu Battle II





Developer NCS
Publisher NCS
Release release date (jp) April 13, 2006
Genre Board
Mode 1 Player

The game is part of the Dankyuu Battle mahjong series and feature full 2nd Level compliance from Japan's Pro Mahjong Association. The game includes a number of play modes, including Haou Cup, free battle and Mahjong quiz.

"ign.com"

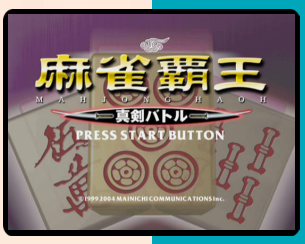
J

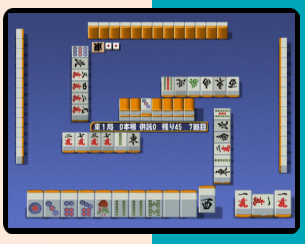
6.8

Mahjong Haoh: Shinken Battle

Developer Mycom
Publisher NCS
Release release date (jp) May 27, 2004
Genre Board
Mode 1 Player

The game is a four-player Mahjong game. Players will challenge and win against 24 opponents with different rules. The game was supervised by Japan Pro Mahjong Association.





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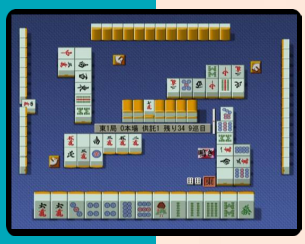
Mahjong Haou: Jansou Battle



Developer	Mainichi
Publisher	Mycom
Release date	(jp) December 27, 2001
Genre	Board
Mode	1 Player

Mahjong Haou: Jansou Battle feature different modes, including Mahjong Battle where players challenge twelve characters with eight different rules. If the player loose all the money the game is over.

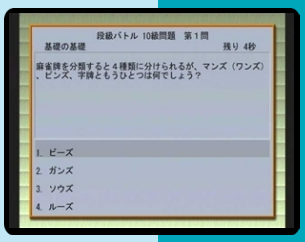
Mahjong Haou: Kaikyuu Battle

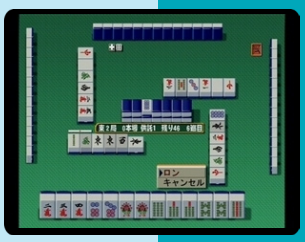
6.4

Developer	Mycom
Publisher	Mycom
Release date	(jp) October 10, 2002
Genre	Board
Mode	1 Player

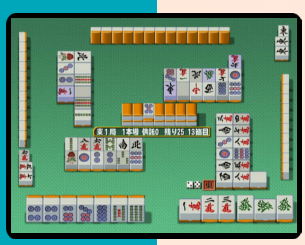
Mahjong Haou: Kaikyuu Battle is port from a PC game. The game let players battle opponents from the 10th class to the master, each time playing with different conditions. The game comes with the Japan Pro Mahjong Association.

The game also feature a free mah-jong mode where players can play the game with the rules of the original Mahjong 5 shops.





Mahjong Haou: Taikai Battle

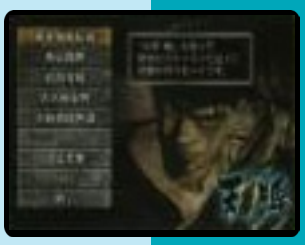


Developer	Mainichi
Publisher	Mycom
Release date	(jp) September 25, 2003
Genre	Board
Mode	1 Player

This mahjong game is officially recognized by the Japan Professional Mahjong Association. In the “Tournament Battle” players compete against 15 different characters at eight conventions with different rules. “Free Mahjong” has the same rules as Mosou, “Odakyu Cup” where players compete for a high score.

Mahjong Hiryu Densetsu: Tenpai

6.6



Developer	Nippon Telenet
Publisher	Nippon Telenet
Release date	(jp) August 28, 2003
Genre	Board
Mode	1 Player

Mahjong Hiryu Densetsu: Tenpai is a mahjong game with different modes including a story mode where players take the role of a character who challenge other characters to mahjong games.

The game was published by Nippon Telenet and released in Japan in 2003.

J

Mahjong Party: Idol to Mahjong Shoubu

5.7

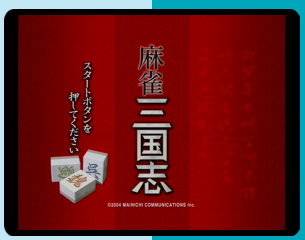
J

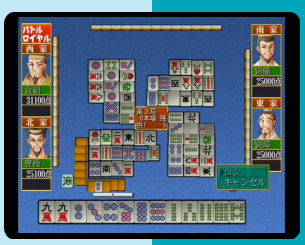
Developer	Nippon Telenet
Publisher	Nippon Telenet
Release date	(jp) March 25, 2004
Genre	Board
Mode	1 Player

This Mahjong game, besides having all the text in Chinese, feature the Hong Kong rule set. The game have 3 game modes, each offering different experiences. Swimsuit-clad girl mode is just a stage clearing mode, where the player has to defeat the various girls in sequence. Free match allows players to freely play against any girl they has defeated.

Mahjong San Goku Shi

4.3





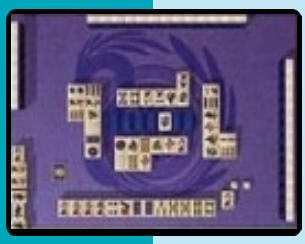
Developer	NCS
Publisher	Mycom
Release date	(jp) December 16, 2004
Genre	Board
Mode	1 Player

Mah-jong Sangokushi is a four-player mahjong game based on the Three Kingdoms novel. Players take part in the Sengoku tournament where they can play aggainst 256 different characters. The game also include a “Longevity mode” where players have life points instead of traditional a score system.

J

Mahjong Sengen Kyoujin de Ron!

7.6



Developer	Taito Corporation
Publisher	Taito Corporation
Release date	(jp) December 14, 2000
Genre	Board
Mode	1 Player

Mahjong Sengen Sakende de Ron is a mahjong game that make use of the USB headsets to perform the different actions. The game features different game modes, different camera views, 10 different opponents and the player can also choose between a male or a female character.

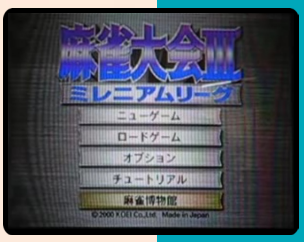
"psxdatacenter.com"

Mahjong Taikai III

8.3

Developer	Koei
Publisher	Koei
Release date	(jp) March 4, 2000
Genre	Board
Mode	1 Player

This is a traditional 4-way mahjong game, and part of Koei's historical mahjong series. However, unlike the other titles in the series, it does not feature a cast of famous historical figures to play against, but rather a group of original contemporary characters from around the world. As a new member of a mahjong society, players can practice to learn the rules of the game, play free matches, and join the annual "Millennium League".



Mahjong Yarouze! 2

6.4

Developer	Konami
Publisher	Konami
Release date	(jp) April 13, 2000
Genre	Board
Mode	1 Player

Mahjong Yarōze! 2 is a sequel to the first title, released on PlayStation, and is again a comically-themed mahjong game based on the work of manga artist Masayuki Katayama. The roster has expanded to 18 characters, each with their own personality and play style, and the game includes free, tournament, and tag modes along with a detailed rule setup mode.

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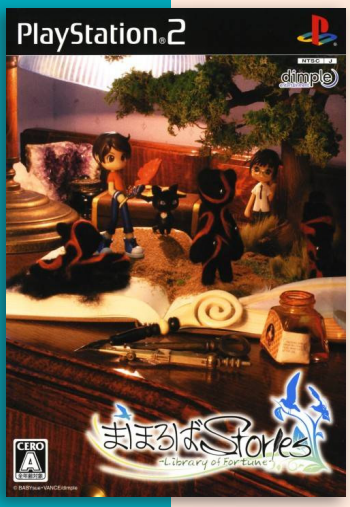
Mahoroba Stories

7.6



Developer	Dimple Entertainment
Publisher	Dimple Entertainment
Release date	(jp) July 26, 2007
Genre	Role-playing
Mode	1 Player

In Mahoroba Stories: Library of Fortune, four unlikely heroines from the Pinky Street universe named Arue, Marizo, Suzu, and Tokko are drawn to a library where they're inducted to a adventure which takes place inside enchanted books. Their guide is a black cat named Toto and their weapons of choice are pens that are shaped like swords.

"psxdatacenter.com"

J

Mahoromatic: Moetto - KiraKira Maid-San

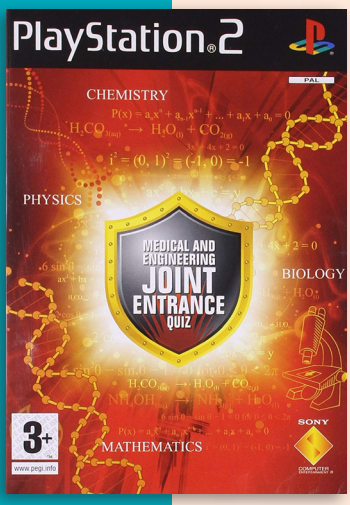
6.8

J

Developer	Konami
Publisher	Konami
Release date	(jp) July 31, 2003
Genre	Visual novel, Simulation
Mode	1 Player

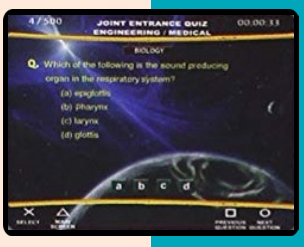
The game is a visual novel based on the anime/manga Maohoromatic. The game features full voiceovers and text accompanying pictures and minigames. Some of the minigames include a Beatmania mini game which contain a few of the series' songs.

Medical and Engineering Joint Entrance Quiz



Developer	Candela Software
Publisher	SCEE
Release date	(as) June 3, 2009
Genre	Trivia
Mode	1 Player

The game "Medical and Engineering Joint Entrance quiz is designed for Students from medical and engineering background. The questions are based on the Physical science Subjects, Physics, Chemistry, Mathematics, Geometry and Algebra and the Biological sciences Botany and zoology. The Game consists of two modes. Exam mode and Practice mode.



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8.4

Mahou Sensei Negima! 1-Jikanme
~Okochama Sensei wa Mahoutsukai!~

Developer	Konami
Publisher	Konami
Release date	(jp) January 20, 2005
Genre	Adventure
Mode	1 Player

Mahou Sensei Negima! 1-Jikanme was the first PS2 game based on the manga of the same name. It very loosely corresponds to the events of the first three volumes of the manga.

The game consists of 3-D action/exploration where Negi roams around the school campus and helps girls out in tasks and interaction events. There's also a few mini-games along the way.

Mahou Sensei Negima! 2-Jikanme
~Tatakau Otometachi! Mahora Daiundokai SP~

7.6

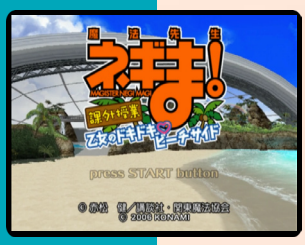
Developer	Konami
Publisher	Konami
Release date	(jp) July 28, 2005
Genre	Adventure
Mode	1 Player

Negima Springfield reprises his role of teaching a classroom of Japanese schoolgirls except now they're being primed for physical conditioning to prepare for the upcoming fitness event.

Two versions of the game was available - a Silver Medal version which includes a Single CD of the game's theme song and a Gold Medal version. which contains a drama CD.

7.6

Mahou Sensei Negima! Kagai Jugyou
~Otome no Dokidoki Beachside~



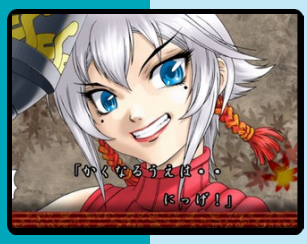
Developer	Konami
Publisher	Konami
Release date	(jp) March 23, 2006
Genre	Adventure
Mode	1 Player

In this game, thirty-one students from Mahou Sensei Negima take to the beach for some friendly competitions. Players get to guide them in mini games. The game also includes a character building component where players attempt to strengthen the skills of their students.

The game features unlockables galleries of pic-

Mahou Tsukai Kurohime

5.7

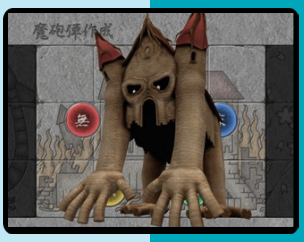


Developer	Tomy Corporation
Publisher	Tomy Corporation
Release date	(jp) March 30, 2006
Genre	Third-person shooter
Mode	1-2 Players

Mahō Tsukai Kurohime (Magic Gunner Kurohime) is a third-person action shooter based on the manga by Masanori Katakura. The story takes place shortly before the first arc in the manga, and follows Kurohime as she helps Renfa.

The game is an arena-based shooter similar to Virtual On or Armored Core; each fight generally has Kurohime facing a group of smaller enemies, then a much more substantial boss enemy. She has access to both normal bullets and several of the powerful mahōdan "magic bullets" she uses in the manga, but her magic meter must recharge after they're used. There is also a free mode, where players can play a match against the computer using many different characters, including familiar faces like Zero, Asura, and Onimaru.

"mobygames.com"



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Mai-Otome Hime: Otome Butou Shi

7.4

J

Developer	Sunrise Interactive
Publisher	Sunrise Interactive
Release date	(jp) November 9, 2006
Genre	Fighting
Mode	1-2 Players

My-Otome is based on an anime, which it is a spinoff of the My-HiME anime. Players Travel to the Windbloom Kingdom and join the cast of My Otome in fast-paced 3D battles that take place in mid-air similar to Psychic Force. However, My Otome HIME is not a true fighting game in the classic sense of the genre. In My Otome the movements of the fighters are stuttered and not free flowing although the attacks spool out in fluid succession. For example, when on a battle field, the girls only have a set number of positions where they may move on screen. In a close combat situation where two opponents are face to face, there are exactly five cardinal positions to move the fighter - high, level, low, and towards the left or right to evade and strategize. Level refers to being face to face with the opponent.

Majokko A La Mode

7.3

Developer	F&C
Publisher	Interchannel
Release date	(jp) November 25, 2004
Genre	Adventure
Mode	1 Player

Majokko a la Mode is a visual novel with mini games that takes place in the magic shool, Twinkle Academy, located in Mint Kingdom. There, an exam is made on summer that the students take to test their magical habilities. However, this year the exam will be made in pairs, and the player character need a partner. The players need to pursue one of the six heroines so they can complete the exam.

Majokko A La Mode II

7.3

Developer	F&C
Publisher	GN Software
Release date	(jp) June 28, 2007
Genre	Adventure, Tactical role-playing
Mode	1 Player

The gameplay is divided into 3 different parts, the classic visual novel part with different choices in the election points, the magic synthesis part in which the player can combine magic to create new ones, and the combat mode in which the players and their parts can go battle enemies using the magic created in the magic synthesis part.

"psxdatacenter.com"

Meitantei Conan: Daiei Teikoku no Isan

7.9

Developer	Bandai
Publisher	Bandai
Release date	(jp) November 18, 2004
Genre	Adventure
Mode	1 Player

"Detective Conan: Legacy of the Great British Empire" is a 3D mystery adventure game based on the anime series. Shinichi Kudo aka Conan Edogawa travels to England to help solve a mystery. Players need to use smarts, detective skills and special gadgets to help Conan discover the mysteries and secrets inside a building by the lake.

"psxdatacenter.com"

8.1

Meitantei Evangelion

J

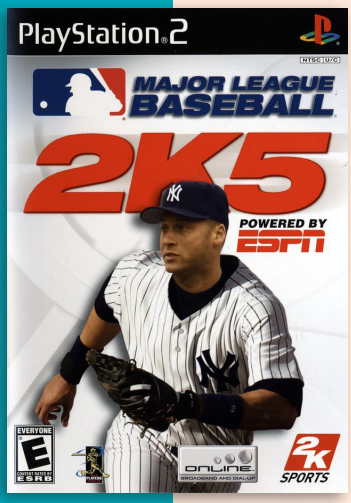
Developer	Headlock
Publisher	Broccoli
Release date	(jp) January 18, 2007
Genre	Action-adventure
Mode	1 Player

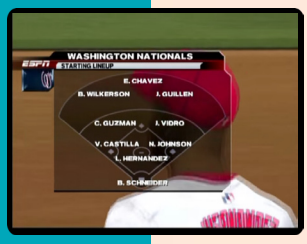
"Detective Evangelion" is an adventure/strategy game. The game follows Shinji Ikari, a detective hired by Nerv, as he attempts to uncover the truths behind a series of murders.

The game starts as Shinji, who must fight teenager in order to free Rei. From this point on, players pick locations and explore, the ultimate goal being to discover the identity of the killer that's committing murders all over Nerv and Tokyo-3.

Major League Baseball 2K5

8.2



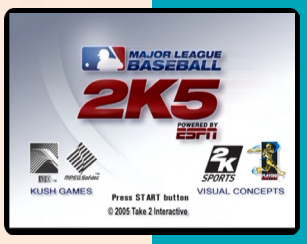


Developer	Kush Games
Publisher	Take-Two Interactive
Release date	(us) February 28, 2005
Genre	Sports
Mode	1-2 Players

MLB 2K5 is the first in the series of 2K games, taking over from it's Sega predecessor, ESPN Major League Baseball. This one has been completely revamped with brand new control schemes and a new graphics engine. It features brand new animations and added a great deal of detail to the players, stadiums, weather and even cut scenes. The game included Web Gems instant replays, K-Zone pitching, Slam Zone hitting, and baserunner mode.

It also featured the obligatory updated roster as well as the standard modes such as exhibition, season and home run derby and also had online capabilities that could support up 30 players. ESPN was also involved, lending their name to the title and broadcast style with commentators Jon Miller, Joe Morgan and Karl Ravech.

The game received "favorable" reviews according to Metacritic. IGN wrote that *"MLB 2K5 still has a ways to go if it intends to compete with the memory of MVP next year. The animations need a complete overhaul, the AI definitely needs a reworking, and the Franchise Mode has to see significant innovation outside of a nicer interface"*, but that overall *"MLB 2K5 is a great experience worthy of a spot on your shelf."*



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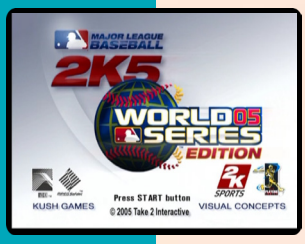
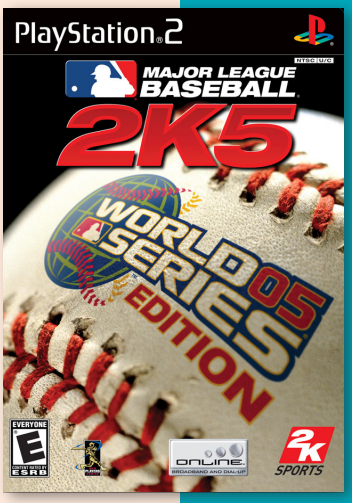
8.7

Major League Baseball 2K5: World Series Edition

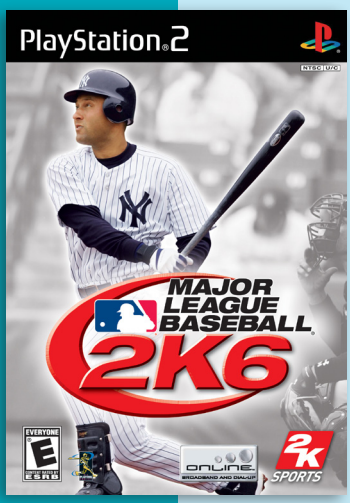


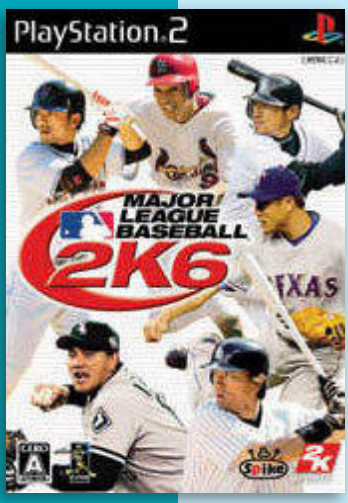
Developer	Kush Games
Publisher	2K Sports
Release date	(us) October 18, 2005
Genre	Sports
Mode	1-2 Players

The upgraded version titled Major League Baseball 2K5: World Series Edition was released during the 2005 MLB postseason. The game included a MLB-produced DVD that highlights some of the greatest World Series moments of all time. There is also a new Pennant Fever mode, which is basically a franchise mode that begins 120 games into the 2005 season.



Major League Baseball 2K6





Developer	Kush Games
Publisher	2K Sports, (jp) Spike
Release date	(us) April 3, 2006
Genre	Sports
Mode	1-2 Players

Major League Baseball 2K6 is an update of it's previous years version, featuring the obligatory roster updates as well as a three year report of all the teams and players in the game. It also featured a new movement system as well as realistic player crashes and a morale system, where the better the player is, the more their teammates will perform better as well.

It has the standard modes, exhibition, season as well as a new feature letting players take on the role of an international team in the World Baseball Classic as one of sixteen international baseball teams in a tournament style play. Players can also challenge umpires if they feel a call has been botched, this can also effect the teams morale, for better or worse depending on the outcome.

It also featured TV broadcast "flashback replays", giving it a real feel of a TV presentation as well as being commented on by Jon Miller and the legendary Joe Morgan.

There is also online capabilities with the ability to download a friends profile using the V.I.P. (Virtually Identity Profile), with the ability to look at their stats and results of their own games, letting them gain an upper hand against their friends in online matches.

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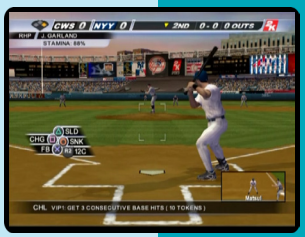

Major League Baseball 2K7

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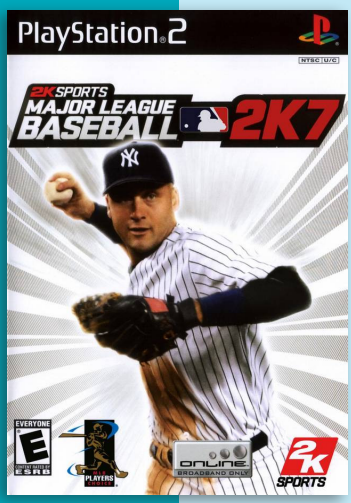
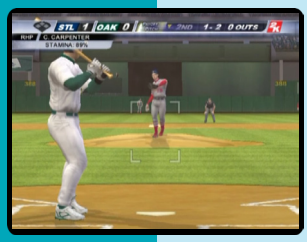


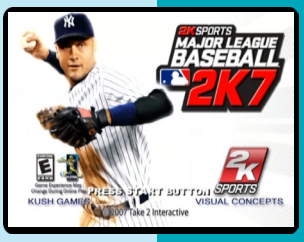


Developer	Kush Games
Publisher	2K Sports, (jp) Spike
Release date	(us) February 26, 2007
Genre	Sports
Mode	1-2 Players

This instalment in the 2K sports is based on the design of the past games with new features and enhancements. The 2K7 edition has an all-new fielding and baseruninng A.I. system that simplifies the control allowing players to take control of each baserunner individually. New to this year too, is the pennant fever mode, in which players can take their favorite franchise all the way to the World Series Championship during the most intense part of the MLB season.

'The Farm' has been added to the Franchise mode, where aspiring owners can now scout and evaluate minor league players by playing full games with AAA clubs. Besides that, both the graphics engine as the MLB roster has been updated.

Also present is Inside Edge from last year's instalment, where player abilities are boosted through strength.



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Major League Baseball 2K8

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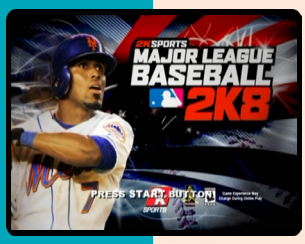


J N

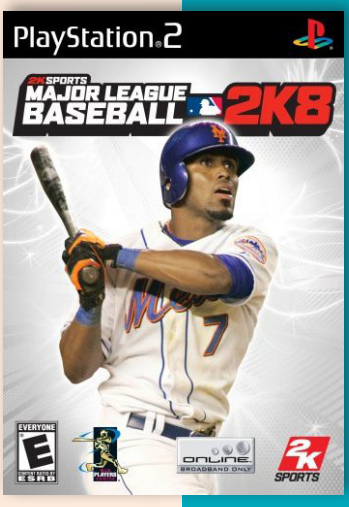
Developer	Kush Games
Publisher	2K Sports, (jp) Bethesda Softworks
Release date	(us) March 3, 2008
Genre	Sports
Mode	1-2 Players

A continuation of 2K's baseball franchise, 2K8 features the obligatory roster updates along with some new features. It features the Swing Stick 2.0 which can produce many different hit varieties and a Total Pitch Control which utilizes the analog sticks.

It has all MLB teams and most of the major players, along with 90 different minor league teams with 18 authentic minor league stadiums with the ability to play in exhibition along with a franchise mode as well.

Each game can be played on multi-player using the online service and has the ability to use 2K cards which can be collected and traded among online players.

"mobygames.com"



Major League Baseball 2K9

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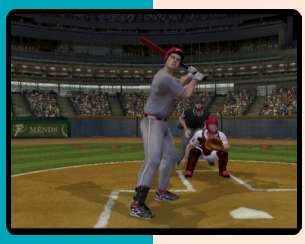
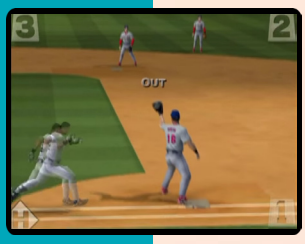




Developer	2K Sports
Publisher	2K Sports, (jp) Spike
Release date	(us) March 3, 2009
Genre	Sports
Mode	1-2 Players

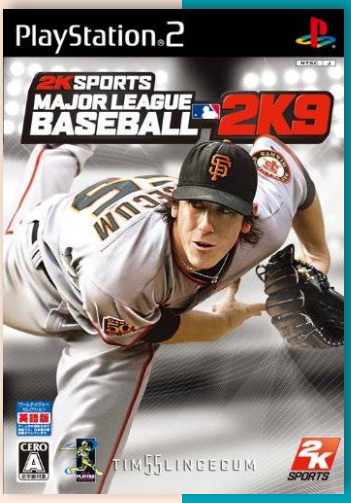
The only truly new feature in MLB 2K9 as far as the PS2 version goes is the new commentary duo in the box, Gary Thorne and Steve Phillips. Compared to the more choppy framerates in the next-gen versions, the PS2 version are generally locked at a smooth 30 frames per second, no matter what's happening on the field.

Modes in MLB 2K9 include the standard offering. There's GM Career, Franchise and Season, all of which follow a similar path of letting players control different aspects of a club. The level of detail is the lowest for the single-season mode and ratchets up through Franchise and GM Career. There are also supplementary modes like Homerun Derby and custom situations to wade through. Nothing in the feature set deviates from what was seen from past years.

The game feature online play with roster updates and leaderboards. There's also a simple lobby system for players to congregate and join a game.

"Nate Ahearn@ign.com"

J N



Major League Baseball 2K10

Developer	Visual Concepts
Publisher	2K Sports
Release date	(us) March 2, 2010
Genre	Sports
Mode	1-2 Players

6.0

Since the PlayStation 2 hasn't been the focus of game development for MLB2K10. it's, once again, feature a rehashed version of last year's game (and the year before that) that delivers no real gameplay innovations, no improvements to visuals and no changes to things like the framerate or camera angles. There are no new modes on this version. GM Career mode is where players will spend most of their time, but it doesn't offer much in the way of new content. Gary Thorne is back in the commentary booth but he's by himself this year.

"Nate Ahearn@ign.com"

N

Major League Baseball 2K11

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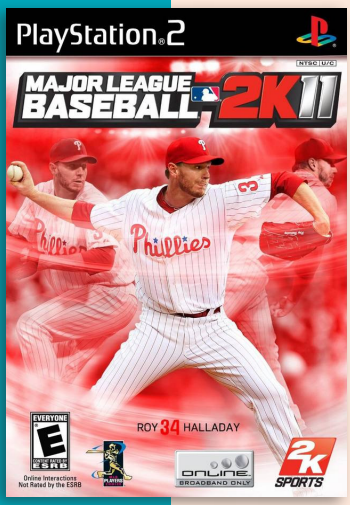

Developer	Visual Concepts
Publisher	2K Sports
Release date	(us) March 8, 2011
Genre	Sports
Mode	1-2 Players

The PlayStation 2 version of Major League Baseball 2K11 lets players play through a variety of modes, from the simple slugfest of the Home Run Derby to the schedule of Season and Franchise modes. Players can get into the Minor Leagues and guide future stars to the big leagues.

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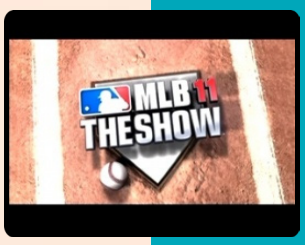

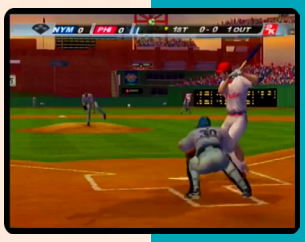

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Major League Baseball 2K12

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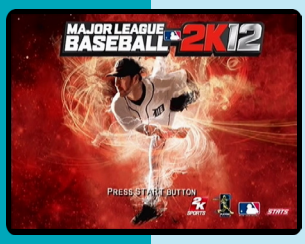
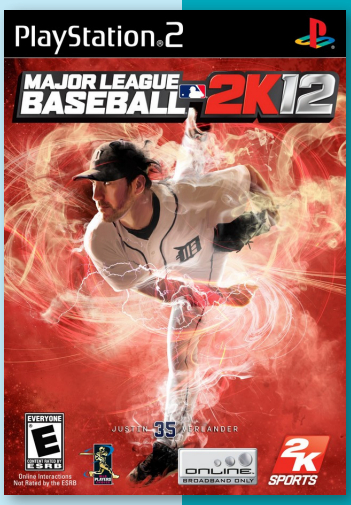


N

Developer	Visual Concepts
Publisher	Take-Two Interactive
Release date	(us) March 6, 2012
Genre	Sports
Mode	1-2 Players

The game feature the usual modes, including multiple standard modes like Franchise and Season modes, in which goals are to build a lasting dynasty and get to the World Series. It also feature Manager Showdown that allows players to see the game from the dugout.

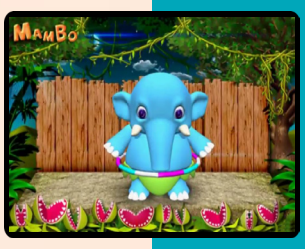


Mambo

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 24 September 2007
Genre	Puzzle
Mode	1 Player

Mambo is a turn based puzzle game, in which players move step by step with the aim of collecting fruit, whilst avoiding obstacles such as "elephant" eating plants, yetis and crocodiles.

The UK release of the game is very rare and difficult to come by.



P

7.7

Makai Kingdom: Chronicles of the Sacred Tome

J N P

Developer	Nippon Ichi Software
Publisher	Nippon Ichi Soft., (us) NIS America, (eu) Koei
Release date	(jp) March 17, 2005
Genre	Turn-based strategy, Role-playing
Mode	1 Player

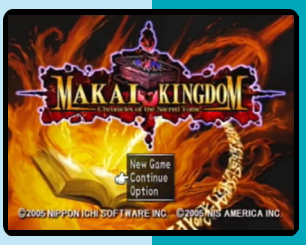
Makai Kingdom: Chronicles of the Sacred Tome, released in Japan as Phantom Kingdom, is the fourth Nippon Ichi-developed tactical RPG on PlayStation 2 and it follows closely in the footsteps of the previous games of the same style, which are Disgaea: Hour of Darkness, La Pucelle: Tactics and Phantom Brave.

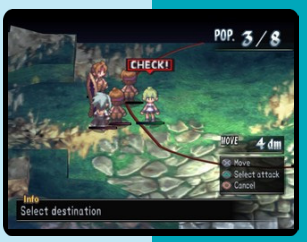
The story's protagonist is a self-proclaimed "Badass Freakin' Overlord" named Lord Zetta, who attempts to prevent the destruction of his netherworld prophesied by Pram the Oracle. After discovering the Sacred Tome, Zetta finds a passage claiming that his own stupidity would be the downfall of his Netherworld. Infuriated, he burns the book, only to remember immediately afterwards that destroying the book would destroy his world. He quickly responds by confining his soul to the Sacred Tome and ventures to rewrite his world into existence by having the other Overlords of Netherworlds write wishes within his pages.

The gameplay is somewhat similar to the gameplay found in Phantom Brave and Disgaea: Hour of Darkness, other games created by Nippon Ichi. The characters summoned in battle have freedom to move within a circle set by the characters' movement points. Victory is achieved by scoring a set amount of points, which are given by interacting with items on the map, discovering extension maps, and eliminating enemies. Several of the classes from Disgaea: Hour of Darkness exist in this game as well, such as Warrior and Mage, but some of the equivalents of previous classes are different. Some classes also have distinctions between sexes.

There are a variety of weapon types, each with their own expansive sets. Characters can equip armor and various other accessories to aid in combat. Each class has four weapon types in which they are proficient, and can learn new moves to use in combat as characters master the weapons.

Vehicles are also a new addition from previous Nippon Ichi games.





MAKAI KINGDOM
Chronicles of the Sacred Tome
Strategy RPG returns with a BANG!
Nippon Ichi Software launches Makai Kingdom, the newest line of Strategy RPG!
Lord Zetta is the strongest Overlord in the Cosmos! Take back your world and restore your body!
Use various tanks....robots, drills, bikes, and so on. Customize your vehicles!!
More freedom than you ever imagined! Throw buildings around! Attack with tanks!?
Create your own characters! There are many different jobs and monsters to choose from!
RP
Visit www.esrb.org for updated rating information.
PlayStation.2
NIS America
日本一 SOFTWARE
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Maken Shao

6.5

Limited Edition

J P

Developer	Atlus
Publisher	Atlus, (eu) Midas Interactive Entertainment
Release date	(jp) June 7, 2001
Genre	Action-adventure
Mode	1 Player

Maken X is a first-person action hack and slash video game developed by Atlus for the Dreamcast. Maken Shao: Demon Sword is an enhanced remake for the PlayStation 2.

The story is set on near-future Earth during a time when the world is descending into chaos due to natural disasters and rising political tension between China and the United States. When the facility where the Maken was developed is attacked, the sword bonds to main heroine Kay Sagami and is sent on missions against the group responsible for the attack. Depending on dialogue choices and brainjacked characters, seven possible endings can be achieved.

The original Maken X is a first-person action hack and slash game where players control a variety of characters wielding a sentient sword dubbed the Maken. The game is divided into "Event Scenes", cutscenes related to the story; and "Action Scenes", the gameplay segments; and the world map used to select levels. On the world map, players can select a variety of levels including main story missions, zones holding new playable characters, and levels involving key non-playable characters. If the player character's health is fully depleted, the game ends. Players take control of a number of people through the Maken's "brainjack" ability, enabling them to take control of different story-related characters; each character wields a version of the Maken, but also have unique abilities and different statistics such as higher health and greater attack power, or character-specific abilities such as ranged attacks or stunning enemies.

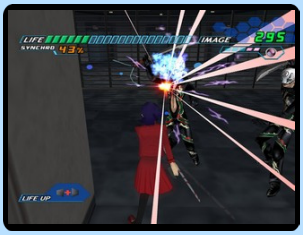
Players navigate linear levels with the selected character, able to interact with certain environmental elements and jump over obstacles or onto higher platforms. During combat, the player is able to move freely within the environment, and has access to a variety of moves including a back step and strafing to avoid attacks. Enemies encountered in areas include humans, hostile animals, machines, and supernatural entities. The player character, who can lock onto enemies during combat, has a standard attack option, with combos achieved through consecutive attacks. An "EX Gauge" can be charged up and released to trigger a powerful attack. The player can also leap over and strike an enemy from behind—these actions open the enemy up to a high-damage attack. The player can find several types of items within each level; these include various sizes of life capsules which replenish health, increase attack power for a limited time, and gain PSI points from defeated enemies. PSI points are essential when brainjacking new characters, as the Maken can only brainjack a character with a lower or equivalent PSI level.

For the remake Maken Shao, gameplay remains mostly the same, but with several added mechanics and a shift to a third-person perspective focused behind the back of the character. This was done due to a recurring problem with Japanese gamers dubbed "3D sickness", where

people became motion sick when playing first-person games. Another improvement was the sound environment, which made full use of Dolby Surround software. Combat options remain the same, but character abilities are now increased through combat by gaining "Image points", experience points earned from defeated enemies. After gathering enough Image points, new skills are unlocked for the current character, with the Maken's compatibility or "synchronization" with that character increasing alongside it; increased synchronization with a character raises their basic attributes such as health and attack power.

The concept for Maken X arose while Atlus was part of the way through developing the Persona 2 duology (Innocent Sin and Eternal Punishment) for the PlayStation. Producer Kouji Okada was one of the original creators of Atlus' Megami Tensei series. Longtime Megami Tensei artist Kazuma Kaneko acted as art director and character designer. The director was Katsura Hashino; having worked as a planner on multiple titles since Shin Megami Tensei If..., Maken X was his debut as a game director. The game was developed by internal studio Atlus R&D1. Most of the development team were directly carried over from the second Persona 2 game. The Atlus staff were beginning to feel limited by the scope of the Megami Tensei universe, so when they were shown the specifications of the Dreamcast console, they immediately decided to create something new for that console. Okada later said that Atlus' main desire when creating Maken X was to develop something new after making role-playing games for most of the company's lifetime.

Speaking in an interview, Okada and Kaneko referred to the development period for Maken X as quite turbulent. Kaneko felt at first that the game was an *"odd job"*, but over time he became deeply involved as the game graduated into being an important project for him. It was the first time the team had tried development with the Dreamcast, which proved more versatile and powerful than expected. The developers initially wanted a *"neat"* development project, but demands came for a more expansive project, resulting in the game's scale greatly increasing and the development process becoming chaotic, with more staff coming on board to help development. Due to these factors, the period of trial and error when creating the gameplay lasted much longer than intended. The first-person perspective combined with sword-based action was chosen to create a unique feel for the game. While 3D elements had been included in earlier Atlus titles, Maken X was the first time Atlus used both full 3D visuals and full-motion 3D CGI cutscenes. The game was also the first time the Megami Tensei team had attempted development of a game outside the role-playing genre.



Okada described the main theme as power achieved through intelligence and overcoming the environments. The main narrative featured multiple references to Chinese mythology, while many of the player characters drew from historical and literary figures from each country the game visited. The Hakke leaders of the Sangokai were designed around a particular part of their body being malformed. A narrative element carried over from the Megami Tensei franchise was a system of choices based on morality that influenced the ending; while these elements had been thoroughly explored in Megami Tensei, the team felt the themes still had potential and so used it in Maken X. The game was Atlus' first title to feature full voice acting.

6.9

JNP

Mana Khemia: Alchemists of Al-Revis

Developer	Gust
Publisher	Gust, (us) NIS America, (eu) NIS Europe
Release date	(jp) June 21, 2007
Genre	Role-playing
Mode	1 Player

Mana Khemia: Alchemists of Al-Revis is the ninth entry to Gust's Atelier series, and incorporates elements of standard turn-based combat and alchemy. A PSP version was later released which included additional features.

The game's main focus is on the lead protagonist, Vayne Aurelius, the son of a legendary alchemist named Theofratus who had disappeared sometime after Vayne's birth. Since then, Vayne has led the life of a hermit, his only companion being a Mana in cat form named Sulpher. Vayne is invited to the Al-Revis Academy for alchemy training by Zeppel, one of the professors. He is quickly indoctrinated into the school by becoming part of an atelier led by Flay Gunnar (an older student who is known as The Defender of Justice) along with two other students, Jess (a clumsy girl who is nevertheless adept at alchemy), and Nikki (an impulsive beastgirl). They are soon joined by Pamela (the school's resident ghost), Anna (an 11-year-old master swordsman), Roxis (the son of a famous family of alchemists who is quickly forced to join the workshop by Flay), and Muppy (an alien the group discovers on an assignment). The eight of them are able to succeed at completing assignments, learn the skills of alchemy, and allow the workshop to prosper.

Mana Khemia shares many common elements with its predecessors, the Atelier Iris trilogy.

At the core of the game is alchemy through which the player can create weapons, armor, usable items, and complex ingredients for these recipes. The player is required to gather core materials through field exploration, spoils of combat, or by purchasing them in the shops. Each item carries fundamental properties that include elemental and special abilities, and character stat improvements, that can be infused into equipment. Through the creation of new items, these properties can transfer over into the new item. A new "alchemy wheel" allows the player to adjust the quality of each ingredient as it is added to the mix, for better or worse, in order to alter the final item's properties as well. Recipes for items are learned over the course of the game by finding or buying recipe books, conversing with characters, or can be extrapolated from existing recipes by altering the ingredients list.

When in the field, the player can opt to avoid encounters with monsters by running and jumping over them, but also may attempt to strike first to go into battle. Mana Khemia uses a turn-based system similar to previous Atelier Iris games. Once players has more than three characters in the party, they can then have up to three characters in reserve; these characters can switch in during a normal turn, or be called in at the end of one character's attack to provide an additional blow, or be called in to replace a character about to be attacked. The swapped out characters require a number of turns to recover before being called in again. As the player becomes able to inflict more damage, they can activate "Burst Mode" that temporarily increases the damage from each attack; this

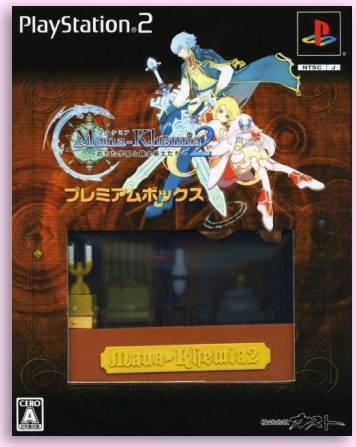
mode rewards the player with a large number of hits. Additionally, about mid-game, Burst Mode can lead to a "Finishing Burst" that requires the player to meet a certain condition while Burst Mode is activated, such as striking with each team member, or healing a certain amount of damage; this allows for a special powerful finishing move to be unleashed by one of the characters.

Both alchemy and combat are necessary to grow the characters. Unlike typical role-playing games, there are no experience points or characters levels. Instead, through combat, characters earn "action points" which are used in the character-specific "grow book" to unlock new skills, and character bonuses such as additional health or mana points. However, these bonuses are tied to completing the recipes for specific items in that book. The grow book is presented as a graph of synthesizable items. The bonuses for an item cannot be acquired using action points until an adjacent item on the graph, and the item itself, has been made.

The game is presented as a series of terms at a school. Each term is made up of several weeks, typically starting and ending with an event, ultimately leading to a key battle to be won. In between, the player is generally required to complete two or three courses, earning a grade depending on how well the course was completed. This is then followed by two or three days of free time. If the player should fail to make a decent cumulative grade by the end of courses, they will need to spend one day of free time in detention, doing required tasks. Once in free time, the player is free to take odd jobs, talk with characters, and perform side quests related to the other members of the party.

7.0

Premium Box



J N

Mana Khemia 2: Fall of Alchemy

Developer	Gust
Publisher	Gust, (us) NIS America
Release date	(jp) May 29, 2008
Genre	Role-playing
Mode	1 Player

Mana Khemia 2 is classified as a console role-playing game and is a direct sequel to Mana Khemia: Alchemists of Al-Revis, as well as the tenth installment to the Atelier series.

At the start of the game, players are given a choice between two characters: Razeluxe Meitzen or Ulrika Mulberry. The events that plays out following the choice of characters differs greatly as Raze's route deals with his past while Ulrika's route deals with the origin of Mana. But in either character's playthrough, the core events will still remain the same (taking alchemy classes and school events), though the jobs available may slightly differ.

The game prologue describes Al-Revis Academy (アルレビス学園 Aru-Rebisu Gakuen), a famous alchemy school which used to be floating, separated from the Lower World (where ordinary humans live). But due to the weakening power of Mana which kept the school afloat, Al-Revis Academy plummets down to the Lower World. It soon manages to adapt to the surroundings with the help of students and teachers and resumes its activities in teaching alchemy.

But due to the school's dwindling budget, they have to search for sponsors to keep the school running and Marta Schevesti was given the position of 'Chairman' of the school due to her being the spokesperson of the sponsors. She proposed to start a new class; 'Combat Class' so that more students will enroll in the school to boost the school's finance. But her main goal is to remove alchemy from the school's syllabus stating that "it's a waste of money" (a rough translation).

Al-Revis Academy's principal, Zeppel (of the previous game), was a little too weak-willed to stop her and he seeks Flay (also from the first Mana Khemia) to help and appoints Flay as the classroom teacher for the new class, which Raze and Etward enroll in. Tony (the third recurring character from the previous game) is the homeroom teacher for the alchemy class, with Ulrika, Chloe and Lily under him.

Like its predecessor, the core of this game focuses on alchemy through which players can create items, weapons, armors and accessories to be used throughout the duration of the game. These alchemy recipes can be attained through field explorations, completing certain jobs or bought in shops. Each item has its own special properties, from elemental attributes to special skills (called "Common Skills") which are useful during battle. Like the previous installment, the quality of an item depends on its "Ether Level" which starts at 50 and can either increase or decrease according to the selected elemental attributes on the "alchemy wheel." New recipes can be derived from older ones depending on the ingredient selected during item creation.

In the field, players are confronted by visible monsters. Once the player bumps into a monster, one of the four PlayStation controller buttons will be displayed. If the player manages to quickly input the corresponding button, the player gets an advantage in battle allowing

the characters to strike first. Unlike the first Mana Khemia, players will only have five permanent characters in their group (three in the active party, two/three in reserve), the sixth being a "Guest" character which will only participate during certain events. Guests are playable during battle but feature inaccessible equipment and status parameters. Players can call in the reserve characters for an extra attack or to defend against an incoming attack. The switched-out character will have to wait a certain amount of time before being available to switch again.

As more hits are inflicted upon the enemies, the battle gauge will build up; "Unite Mode" will initiate once it maxes out. The "Unite Mode" is akin to the "Burst Mode" from the previous game in which damage dealt will be critical and the amount of time reduced for reserve characters to act again. In Mana Khemia 2, the "Intimate Attack" (known previously as "Co-op Attack") can only be executed during "Unite Mode." An "Intimate Attack" is a combo attack achieved by switching in both characters in reserve consecutively, dealing more damage than an ordinary attack (much like "Variable Strike" from Mana Khemia). Also returning from Mana Khemia is the "Finishing Burst," a powerful single character attack which requires the player to fill up a separate gauge only available during "Unite Mode."

Like the previous game, this game has no levels and instead depends entirely on "Grow Books" to increase the characters' stats. A "Grow Book" requires the player to create items through alchemy to unlock slots containing stat boosts acquirable by distributing AP (Ability Points) gained during battle. Mana Khemia 2 adds another layer to the Grow Book by requiring an Ether Level of 100 (the highest) for an item, weapon, armor, or accessory in order to unlock the third slot for that specific creation, thus encouraging the player to plan out the synthesis before using any ingredients in alchemy.

The game is presented as a series of terms at Al-Revis Academy. Each term is made up of several weeks, typically starting and ending with an event and ultimately leading to a key battle at the conclusion. Between main story events, the player is generally required to complete two or three courses, earning grades for how well each course was completed. Once in free time, the player is free to take jobs with Cole (money) as a reward, initiate a "Character Story" (known as "Character Quest" in Mana Khemia) which reveals more about a particular character, or participate in the "Bazaar" which allows the sale of items the player has created and leads to the resale of those items later (bypassing the need to recreate them in the alchemy workshop).

Manea Sugoroku: Kabukuro

J

Developer	Ertain
Publisher	Ertain
Release date	(jp) November 15, 2007
Genre	Simulation, Party
Mode	1-4 Players

Manea Sugoroku: Kabukuro (“Money Susukuro Kabukoro”) is a party board game where players use a dice. The basic gameplay revolves around stock prices where the aim is to attaini the total assets set for each stage before the opponent. The game can be played by up to four players.

Maniac Mole

5.0

Developer	Atari
Publisher	Phoenix Games
Release date	(eu) July 28, 2006
Genre	Platformer
Mode	1 Player

The player take control of a mole, who after waking up in his house, see that the world around him have changed. His hole has been turned into a laboratory inhabited by some violent creatures. The laboratory is huge, spread around numerous levels, and goes deep underground. The mole must to go deeper and deeper underground to clear his house of these creatures and destroy the laboratory.

P

8.1

Majin Tantei Nougami Neuro: Battle da Yo!

J

Developer	Compile Heart
Publisher	Compile Heart
Release date	(jp) August 28, 2008
Genre	Adventure
Mode	1 Player

The game is an adventure game with some action parts. The game is divided into chapters and during each chapter the game is played as a visual novel where the player can choose between answers to advance in the game. At the end of each part there is an enemy sequence (one on one fight, RPG battle, etc.).

Maple Colors

8.0

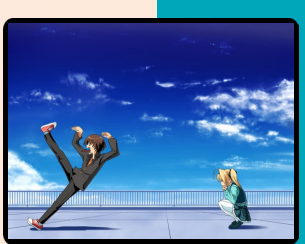
Developer Kadokawa
Publisher Kadokawa
Release date (jp) March 31, 2005
Genre Visual novel
Mode 1 Player

Maple Colors: Kessen wa Gakuensai! was originally released for Windows under title Maple Colors in 2003 and featuring erotic content. This PlayStation 2 port reduced rating and removed adult scenes, as well as additional subtitle. Unlike the majority of visual novels which rely on constant 1st-person perspective with occasional choices that branch the story, Maple Colors additionally features 3rd-person isometric perspective where players cannot control their characters directly, but can cycle through the nearby NPCs and objects and direct their character towards it which effectively enters the 1st-person view and addresses the situation in a typical visual novel style with dialogue choices where applicable.

The protagonist of the story is Yoshijirou Saku (佐久 良次郎) who recently transferred to Kouka academy which is was renowned for its theatrical plays. However, his life takes for an unexpected turn when he and his classmate Mirai Aoi (葵 未来) are charged for starting a fight in their classroom while protecting a student from regular band of bullies. Their second chance and only hope of not getting expelled comes in a form of becoming a member of a drama club. But just the two of them joining the class is not enough to avoid the expulsion, instead, they have to come up with a way to enlist the rest of their classmates from which majority are nothing but troublemakers.

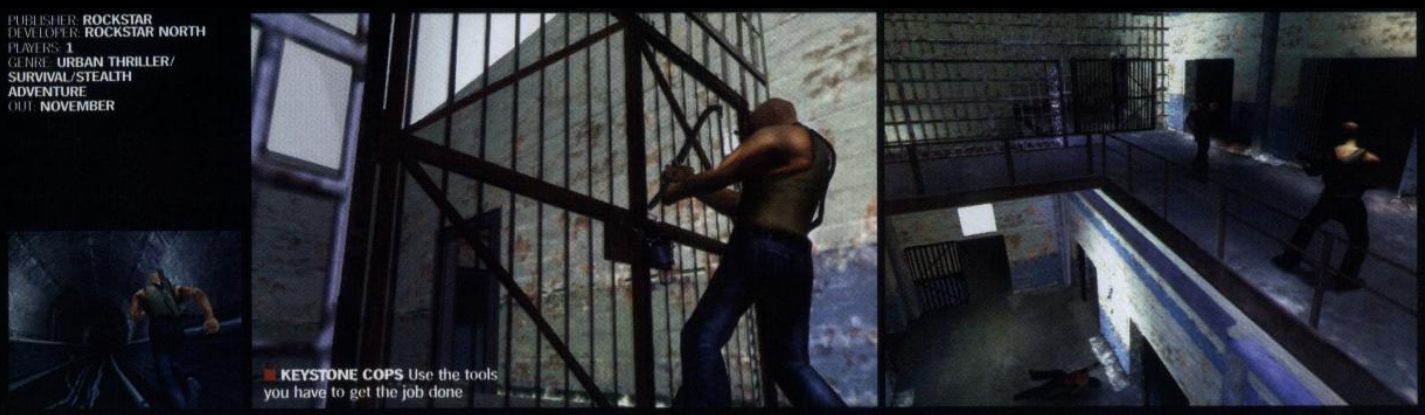
The game excludes some of the typical gameplay elements of visual novels such as checking the message history or auto-reading, but includes lots of additional content such as various mini-games which come in two difficulty modes, easy and normal. The extras which are accessed via main menu feature unlockable galleries and fully unlocked by default BGM player. A short game manual is also included in the game, accessed directly from the main menu. The game features mild animations during dialogues, with various character expressions and poses, and occasionally blurs the background to focus on the character you are currently talking to. Opening movie does not go through in-game slides and is fully animated cinematic.

"mobygames.com"



THERE GOES
NEIGHBOUR

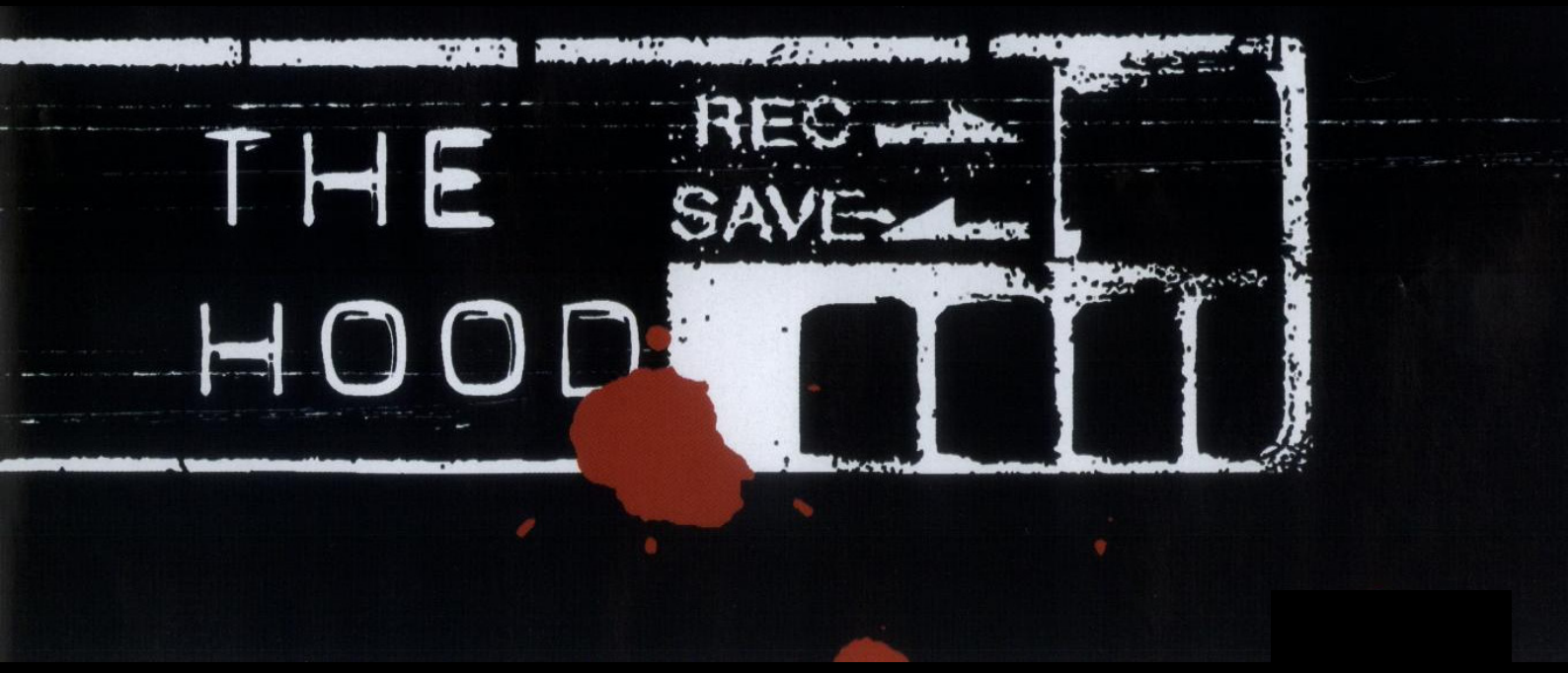
PUBLISHER: **ROCKSTAR**
DEVELOPER: **ROCKSTAR NORTH**
PLAYERS: **1**
GENRE: **URBAN THRILLER/ SURVIVAL/STEALTH ADVENTURE**
OUT: **NOVEMBER**



KEYSTONE COPS Use the tools you have to get the job done

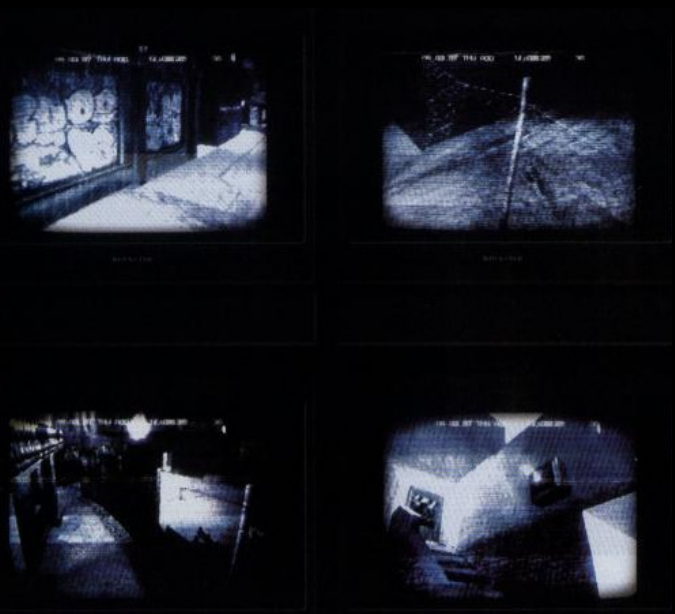
CAVEAT EMPTOR* THE FIRST NEW GAME FROM THE MAKERS OF GTA: VICE CITY IS SIMPLY, BRUTAL

by: Richie Young@PlayStation 2 Official Magazine (AU) 2003 September #18



Never a stranger to controversy, the videogames industry has had an ongoing love/hate affair with censors all around the world. The mainstream media, outside of traditional 'gamers', has often presented "controversial" games in an alarmist way, focusing on the game's extreme yet menial elements, rather than what the game succeeds (or fails) in achieving. *Manhunt*, from he famous Rockstar North team will be no different, but it is rightfully poised to be one of the most significant games to have ever been released. As such, while *OPS2* visited Rockstar from the outset that *Manhunt* is NOT intended for younger gamers, and that it is simply a title for older gamers (think 15+) to experience.

In the case of *Manhunt*; controversy will without a doubt, become an enormous part of the equation. Let's put that to one side for now through, while we explain a little more about the game and its origin.



PUREBRED

PlayStation gamers across the globe are familiar with the *Grand Theft Auto* series since the original *GTA* was released for the PSone in 1997, Rockstar North (then DMA Design) has been a company where its approach to making videogames has not been limited by creative boundaries. Admirably, Rockstar consciously "does what it takes," in a bid to make its videogames the best. If Rockstar feels that a game will give a more profound experience by including a hooker (like in *GTA3*) it will included just that - no questions asked Rockstar isn't one to sugarcoat the character (like some other videogame companies) by merely 'suggesting' she's a hooker. Nor do they make aspect of their games gratuitous to the sake of gratuity. *BMX XXX* was one such example; where nudity was used to leverage marketing and didn't make a compelling contribution to the game. With *Manhunt,* the brutality is extreme and is used to promote the darkness and mood of the game. While it is bound to be a magnet for controversy, Rockstar maintains that this is not its aim.

The PlayStation 2 has already enjoyed the critically acclaimed and commercially successful *GTA3* and *GTA: Vice City* games. *Manhunt,* despite being from the same studio at Rockstar, is vastly different. After seeing the game in action, *Manhunt* not only plays differently, but is a different beast altogether. *Manhunt* is the most brutal, violent and adult mass-produced videogame ever made.

Where *GTA* drew its strengths from the freedom, the size and the variety of its levels, *Manhunt* is more subtle. The levels are confined (think *Splinter Cell*) and at this stage it plays a lot like *Metal Gear Solid*, but has the dark and evil tone of the movie *8mm*.

"I think you'll be pleasantly relieved to see that *Manhunt* is significantly different. This is not *Grand Theft Auto: Plus*, or *GTA: Lite* or *GTA 5*. This is hugely different in every way. The games are developed in the same building, but that's where the similarities end. *Manhunt*'s been in development for years, but we've been super-secretive about it," says Rockstar CEO Terry Donovan.

As it did with *Vice City*, Rockstar has released little information on *Manhunt*. Until now. "The core gameplay mechanic is too easy to copy so we had to shut up about it. We knew that it would be "easy" to copy and we didn't want to see a crap version of it being made. Needless to say, we weren't interested in helping anyone out in doing that."

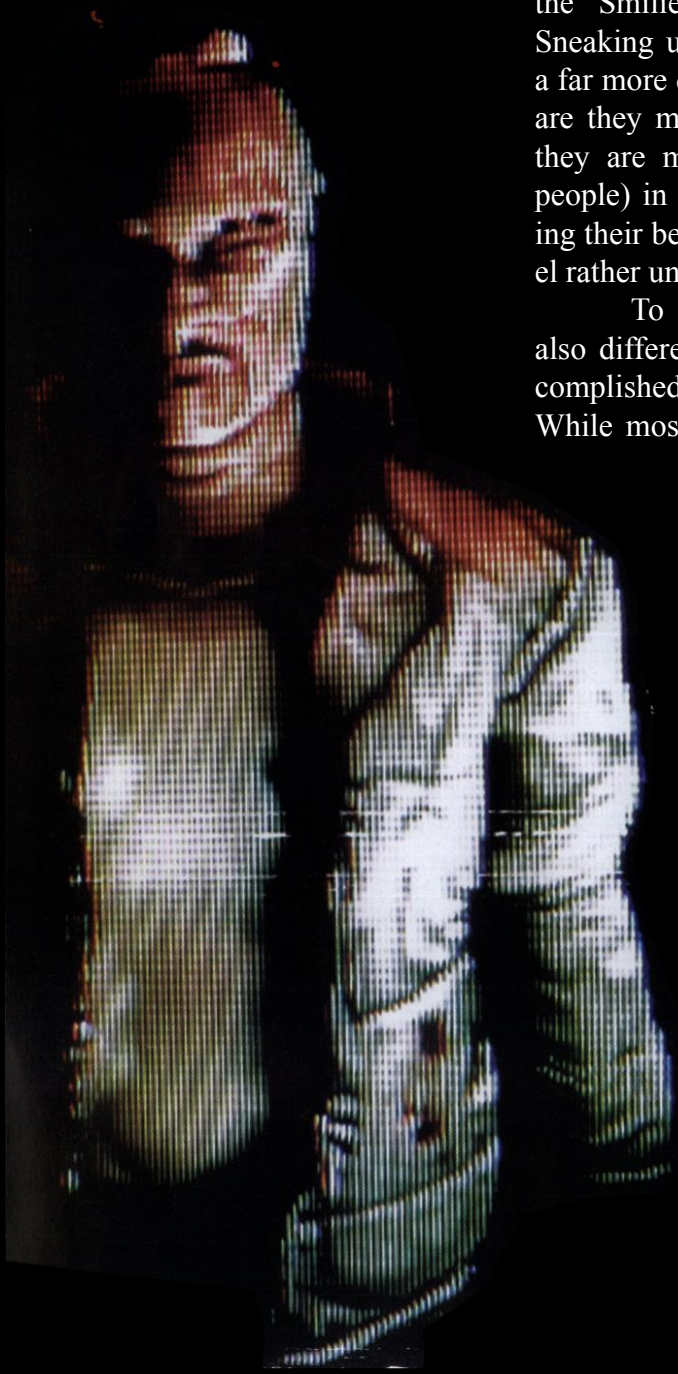
The gameplay and premise of the title is relatively simple, but its dark overtone really sets it apart. This game is like no other. It's based on depravity, sickness, survival and most disturbingly, murder - execution style. This, obviously, will be disturbing to some but murdering others to survive is the best way to promote genuine fear - and fear is what *Manhunt* is all about.

THE RUNNING MAN

You play as James Earl Cash, a death row inmate who has been sentenced to death by lethal injection. Cash is not a hero, and in the game is never treated as one. After waking in a haze after receiving the injection, Cash finds himself in the middle of the game. It's a blood sport orchestrated by one sick individual. You are in an environment with no escape. There are gangs of characters (like Gimp in *Pulp Fiction*) all trying to track you

down and kill you. Cash must kill or be killed.

You're a renegade all out on your own. Local government officials and town folk all assume that you are dead. Of course, that's not the case, and an anonymous sicko has different plans for you. He's the one responsible for taking your execution and now he has given you your life back just so that you can defend it. In effect he owns you and makes you just another pawn in his game. The whole time he's watching on surveillance cameras placed around every level. You must run, fight and hide. If you are able to survive long enough, you will get to find out exactly who this guy is.



Throughout each of the levels (the final game will have roughly 20) Cash encounters various gang types. The gangs (about seven all up) all have impressive and unique AI to one another. Opponent AI has been one of the main priorities for Rockstar - and it shows. For instance, the "Hoods" gang are all made up of ex-cop and disgruntled blue-collar labourers who are more brawn and less brain. Then there are gangs like the "Smilies", who are more alert. Sneaking up on them for a kill is a far more difficult affair. Not only are they more likely to hear you, they are more random (like real people) in their movements, making their behaviour around the level rather unpredictable.

To add variety, there are also different objectives to be accomplished within each level. While most of the levels are sick "games" purely based around survival and death, there are others where you either focus on escape, hunting, or stealth. One particularly peculiar game involves Cash chasing down and killing a gang member dressed as a white rabbit. There's definitely an element of weirdness that can't really be described on paper.

AT DEATH'S DOOR

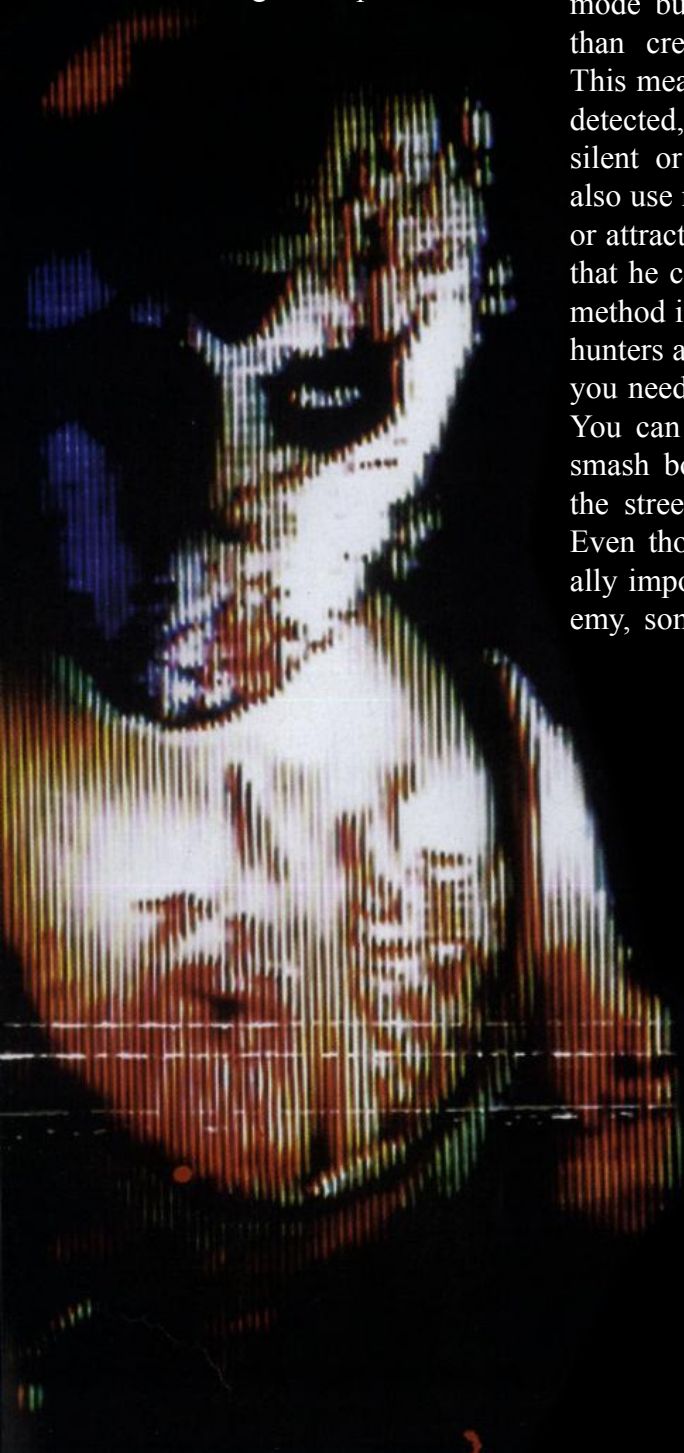
Successfully clearing each of the levels is done by avoiding, hiding and ultimately killing the opposition. Killing, the, is a major part of the game and no matter how many times you've played games like *Soldier of Fortune*, it is still bound to be one of the most confronting yet. When Cash goes in for a kill, *Manhunt* automatically goes into a brief pre-animated cut-scene where your "prey" gets killed (much like the finishing moves in *Mortal Kombat*). Kills are easy to execute once you have used stealth to sneak up on them. Cash briefly goes into FPS mode before the killing takes place.

The death scenes are as varied as they are violent because there are countless ways to "top" an opponent. Rockstar has yet disclosed the final amount of weapons either. We witnessed a handful of "kills" that looked realistic - and we're not just talking about the usual gunplay here. By arming himself with weapons found, Cash is able to protect himself from the opposition. We saw Cash find and use knives to slit throats at close range, as well as beating people with baseball bats or blasting away multiple attackers with a shotgun. The most interesting however, was when Cash picked up a plastic bag, only to silently suffocate an opponent. You can also store multiple weapons on Cash (strapped over

weapons on Cash (strapped over his shoulder and to his belt), so that you can choose which weapon fits best for the occasion. In many ways, sneaking up to opponents and silently attacking them from behind resembles the way *Metal Gear Solid*'s Snake snuck through levels in *Sons of Liberty*.

Surprisingly, guns are not always effective. In one particular scene where Cash was blasting away and dispatching attackers, he was soon surrounded by even more gang members who had heard the gun's blasts.

The general premise of the game sees Cash in all kinds of predicaments in which he must simply find the best way our of (read: the least amount of resistance).



SOUND AND STEALTH

As there are so many elements of stealth involved, *Manhunt* utilises sounds like no other game. At this stage, the sound is already fantastic - and critical to the success of the game. Stealth is just as important in *Manhunt* as it is in *Metal Gear Solid* and the onscreen maps and indicators all rely on the amount of sound that Cash is generating.

Cash is constantly in stealth mode but sprinting is still louder than creeping around the level. This means that in order to go undetected, Cash must remain either silent or quiet. However, he can also use noise to make distractions or attract enemies into the open so that he can confront and kill. This method is particularly useful when hunters are patrolling one area, but you need to draw them elsewhere. You can make Cash pick up and smash bottles or bang on bins in the street to cause a commotion. Even though using stealth is usually important when killing an enemy, sometimes it is more useful (or avoidable) to take them on directly. Running and hiding in shadows is an option, but if you are surrounded you have to take enemies on with hand-to-hand combat.

By "locking on" your enemy (as you do when shooting someone in *GTA*), Cash can fight. Cash has superior fighting skills to most of the gang members. However, fights - especially against an entire gang - will usually result in death or severe damage. Remember, you must kill or be killed!

F*&K CENSORSHIP

Terry Donovan knows that Rockstar games have never breezed through ratings and censor's playtests like a *Mickey Mouse* videogame would. Equally, he knows that *Manhunt* is bound to ruffle some feathers but insist that the game is made specifically for a particular audience.

"*GTA*, and most games, are about putting the gaming power into your hands. *Manhunt* is about the total absence of power. Manhunt crosses a few taboo issues. You wouldn't expect us to do something that was suitable for children and this, in no way, is. This is unapologetically adult. And that's not for controversy's sake. We just believe that that's at the heart of the PlayStation audience."

He continued, "It's not trying to be controversial but it doesn't make any apologies for being an adult game either. It's just direct. It is what it is.

"It's very dirty. Twisted. It toys with reality and draws from films like *8mm*, *Jakob's Ladder*, *Surviving the Game*, *Marathon Man* and then some literary stuff along the line of *Alice in Wonderland*. And then at the same time, there are the elements of reality TV and snuff movies. You've got a whole kind of mix of things going on there of what's real and what's constructed. What really is the difference between the two? And if there is one: does it really matter? Where is that line?"

GETTING IT

High concept games like *Manhunt* have come and gone in years gone by, Some gamers that have experimented with genres and pushed boundaries in acceptable ways have failed to sell, and gone

straight to videogame heaven. Taking these risks, however, is something Terry Donovan believes is integral to the success of his company.

"For us, Rockstar has always been taking risks. *GTA* was a risk. The original top-down with more-gameplay-than-graphics was a big risk. *GTA: London*, *Vice City* were risks. Who knew that a game set in the '80s, themed with pink neon could actually capture anybody's imagination? *Midnight Club* and *Smuggler's Run* were risks at the launch of the PS2 - at a time when everybody else was doing sequels.

"People who spend that amount of money on games now aren't interested in being handed something packaged, shallow, weak or any of the above. I think they're the most critical entertainment audience on earth. They're more critical of games than they are of albums. They're more critical than they are of movies. But why wouldn't you be? It costs two or three times as much! So, for us, *Manhunt* is a totally different experience. We're very excited and very proud to show it to you."

What remains to be seen is how much polish and shine Rockstar North manage to get on the game. At this stage the game is graphically impressive, showcases superb elements and animations, and it will strike fear into any gamer's heart.

THE FINAL WORD

***If you haven't already noticed, Terry Donovan is passionate about the games that his company releases. Here's his final words on the forthcoming release of* Manhunt:**

"We haven't gone full fantasy mode but I think the cultural references in there are a little more disparate and harder to get your head 'round than 'here's the '80s or here's the '70s'. It's drawing from modern day left right and centre and you'll hopefully agree with us that we've done something very interesting. We think that Rockstar North is going to deliver something very special."

KIWI'S TRAP MANHUNT

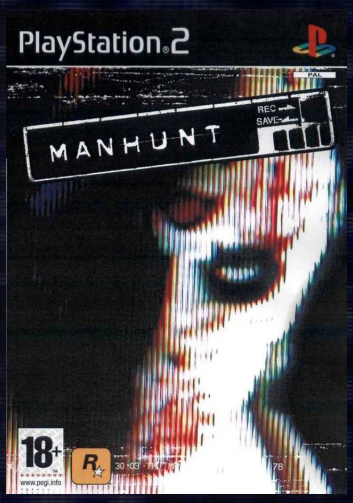
by: PlayStation 2 Official Magazine (AU) 2002 February #24

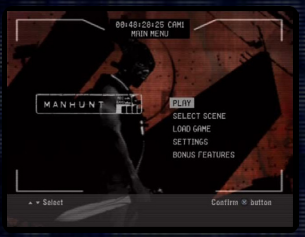
Rockstar's gorefest banned from sales in NZ

WHILE KIWI'S HAVE ENJOYED unedited versions of both *GTA3* and *GTA: Vice City*, ours have been edited and now, while we enjoy a totally uncensored version of Rockstar's new controversy creator *Manhunt*, gamers in NZ aren't getting it all. In a 12 page report the NZ Office of Film and Literature Classification declared that the game was simply too gruesome for all age groups, and that it forced the player to tolerate and even enjoy killing people, which it deemed "injurious to the public good".

Manhunt

7.6





Developer	Rockstar North
Publisher	Rockstar Games, (us) SCEA
Release date	(us) November 18, 2003
Genre	Stealth, Survival horror
Mode	1 Player

Manhunt is a stealth-based survival horror developed by Rockstar North. It was originally released for the PlayStation 2, Windows and Xbox. Manhunt casts the player as James Earl Cash, a prisoner on death row. He are led down a corridor where he are about to receive a lethal injection. The needle goes in. He wake up hours later. A mysterious voice tells him to stick in the nearby earpiece, and explains that the "lethal" injection was just a heavy sedative. The man, later identified as Starkweather, turns out to be a director of snuff movies, where the people are really killed. He explains that if James follow his directions, manage to kill people and survive, he'll earn his freedom. This begins James Earl Cash's journey.

Manhunt is played from a third-person perspective. The game consists of twenty levels, called "scenes", as well as four unlockable bonus scenes. Players survive the scenes by dispatching enemy gang members, occasionally with firearms, but primarily by stealthily executing them. At the end of each scene, players are graded based on their performance, and awarded one to five stars. Unlockable content becomes available only when the player achieves three or more stars on a certain number of levels. On normal difficulty (called "Fetish"), players can earn only four stars; one is awarded for completing the scene under a certain amount of time, and one to three stars are awarded based on the brutality of the executions carried out during the scene. On hard difficulty (called "Hardcore"), players are graded out of five stars; one for speed, one to three for brutality and one for simply completing the scene. To gain the maximum number of stars, a set number of brutal executions must be carried out over the course of each scene; face-to-face fighting does not award stars.

In order to carry out executions, players must approach a hunter from behind, undetected. To facilitate this, each scene is full of "dark spots" (shadows where the player can hide). Enemies cannot see into the shadows (unless they see the player actually entering the area). A standard technique in the game is to hide in the shadows and tap a wall to attract the attention of a nearby hunter. When the hunter has examined the area and is moving away, players can emerge from the shadows behind them, and execute them. The game has three levels of execution, with each level progressively more violent and graphic than the last: "hasty" executions are quick and not very bloody, "violent" are considerably more gory, and "gruesome" are over-the-top blood-soaked murders. Players are entirely in control of which level they use; once players have locked onto an enemy, the lock-on reticule changes color over time to indicate the three levels: white, yellow and red.

Over the course of the game, players can use a wide variety of weapons, including plastic bags, baseball bats, crowbars and a variety of bladed items. Later in the game, firearms become available (which cannot be used for executions). Should players take dam-

age, their health depletes; health can be restored through the use of painkillers, which are available throughout each scene. Players also have a stamina meter which depletes as they sprint, but automatically replenishes when remaining stationary. Manhunt also makes use of the PlayStation 2's optional USB Microphone and the Xbox Live microphone feature on the Xbox in their respective versions of the game. When such a device is connected, players can use the sound of their own voice to distract in-game enemies. This adds an extra element to the stealth aspect of the game, as players must refrain from making noises such as coughing as these sounds too can attract the attention of any nearby hunters.

Rockstar North began development of Manhunt in the mid-early nineties, building the game with the RenderWare engine that had been used for the Grand Theft Auto titles. In September 2003, GamesMaster published a preview of Manhunt, commenting *"[Rockstar North has] scraped its imagination to further twist the way games are made in the future and delivers a chiseled, no-apologies assault on gaming standards. [...] it possesses a warped subtlety that questions game reality... It creates a barren, harsh, violent experience and then punctures it with something trippy and darkly comic..."*

Many more news outlets, including magazines and websites such as GameSpy, GameSpot and IGN, all previewed Manhunt from late 2003 to early 2004, when the game was released on PlayStation 2, Windows and Xbox. Rockstar also released exclusive merchandise, limited editions and pre-order bonuses such as official soundtracks, a Piggsy figure, and a handheld voice changer. During the release of the first game, a former Rockstar employee admitted that the game almost caused a mutiny in the company, saying that the team had *"already weathered plenty of controversy over GTA III and Vice City—we were no strangers to it—but Manhunt felt different. With GTA, we always had the excuse that the gameplay was untethered—you never had to hurt anybody that wasn't a "bad guy" in one of the missions. You could play completely ethically if you wanted, and the game was parody anyway, so lighten up"*.

Manhunt received generally favorable reviews. As of March 26, 2008, the Manhunt series has sold 1.7 million copies worldwide. At the 7th Annual Interactive Achievement Awards, the game was nominated for "Console Action Adventure Game of the Year". In 2010, it was included in 1001 Video Games You Must Play Before You Die, and listed at #85 in IGN's "Top 100 PlayStation 2 Games".

The game's dark nihilistic tone and violent nature was singled out by many critics as representing something unique in the world of video gaming. GameSpot concluded that, *"like it or not, the game pushes the envelope of video game violence and shows you countless scenes of wholly uncensored, heavily stylized carnage"*. Game Informer praised the game's audacity and competent technical capabilities, stating *"it's a frightening premise that places gamers in a psychological impasse. The crimes that you commit are unspeakable, yet the gameplay that leads to these horrendous acts is so polished and fierce that it's thrilling."* IGN complimented the game's overall challenge, calling it a *"solid, deep experience for seasoned gamers pining for some hardcore, challenging games"*.

The Chicago Tribune was especially complimentary of the game, arguing that it marked a significant moment in video gaming history; *"Manhunt is easily the most violent game ever made. It will likely be dis-*

missed by many as a disgusting murder simulator with no reason to exist. But Manhunt also is the Clockwork Orange of video games, holding your eyes open so as to not miss a single splatter – asking you, is this really what you enjoy watching? Had Manhunt been poorly made, using the snuff film angle as a cheap gimmick, the game would have been shameful and exploitative. What elevates it to a grotesque, chilling work of art is both presentation and game play. Manhunt is solid as a game; it's engaging to use stealth as you creep through the streets of this wicked city, using your smarts to avoid death, while dishing out much of your own. It's Ubisoft's Splinter Cell meets the cult Faces of Death videos [...] If Manhunt succeeds at retail, it will say more about America's fascination with violence than any political discourse or social debate. That makes Manhunt the most important video game of the last five years."

The game received some criticism. Certain gameplay elements, such as the shooting mechanics, were called *"frustrating"* by Eurogamer, who claimed that *"more than half the time the targeting reticule refuses to acknowledge an oncoming enemy until they're virtually in front of you"*. GameSpot concurred, noting that the *"AI is much worse in the more action-oriented levels"*. 1UP.com said that one quickly became *"tired of [the] violence ... AI quirks [and] repetitive level design."*

The PlayStation 2 version of Manhunt was made available for the PlayStation 3 on May 14, 2013, under the PlayStation Network's PS2 Classics category. It was later released for the PlayStation 4 on March 22, 2016, upscaled to 1080p and with support for trophies.

The controversy surrounding the game stems primarily from the graphic manner in which the player executes enemies. In 2007, former Rockstar employee Jeff Williams revealed that even the game's staff were somewhat uncomfortable about the level of violence; *"there was almost a mutiny at the company over that game"*. Williams explained that the game *"just made us all feel icky. It was all about the violence, and it was realistic violence. We all knew there was no way we could explain away that game. There was no way to rationalize it. We were crossing a line."*

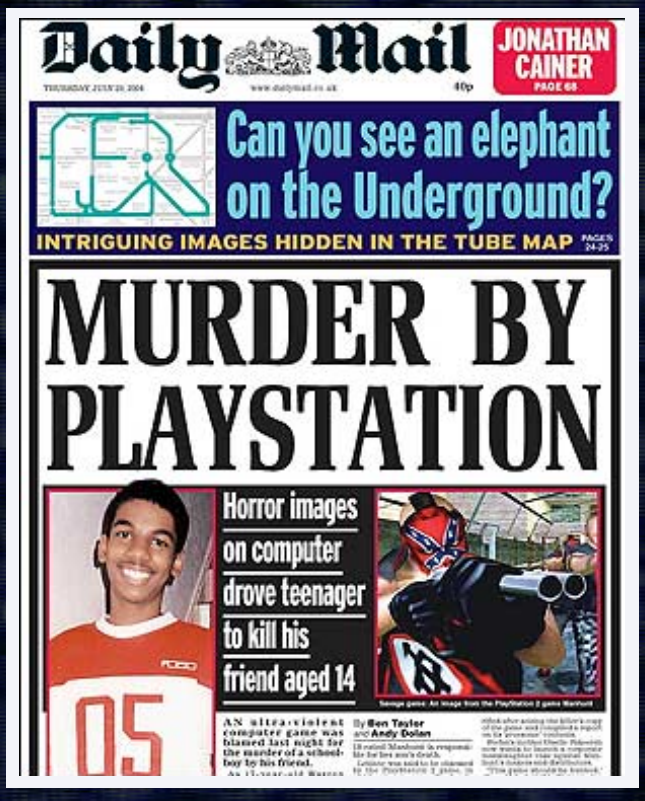
The violence in the game drew the attention of U.S. Representative Joe Baca, who was the sponsor of a legislation to fine those who sell adult-themed games to players younger than 17. Baca said of Manhunt, *"it's telling kids how to kill someone, and it uses vicious, sadistic and cruel methods to kill"*. The media was also drawn into the debate. For example, The Globe and Mail wrote *"Manhunt is a venal disconnect for the genre. There's no challenge, just assembly-line, ritualistic slaughter. It's less a video game and more a weapon of personal destruction. This is about stacking bodies. Perhaps the scariest fact of all: Manhunt is so user-friendly that any sharp 12-year-old could navigate through the entire game in one sitting."*

Toronto Star writer Ben Rayner, however, praised the relevance of the game, defending its violence and graphic nature as very much a product of its time, and condemning calls to have it banned; *"As entertainment and cultural artifact, Manhunt is totally disturbing. But so is the evening news, the "I'll eat anything for money" lunacy of Fear Factor and the unfettered, misanthropic gunplay of Bad Boys II, so I will defend until my last breath Rockstar's right to sell this stuff to me and any-*

one else who wants it. ... Do I think games such as these could have dire psychological consequences, particularly for young people? As always, I remain agnostic on the matter. Who knows, really? The debate will never be resolved. The American military obviously thinks there's something there: The troubling new TV ad campaign for the U.S. reserves lures potential young soldiers with tales of adventure accompanied by blatant, video-game-styled animation. And, curiously, no one has complained about or tried to ban SOCOM: U.S. Navy SEALs, in which stealth and killing figure even more heavily than in Manhunt."

The controversy surrounding Manhunt reached a peak on July 28, 2004, when the game was linked to the murder of 14-year-old Stefan Pakeerah by his 17-year-old friend Warren Leblanc in Leicestershire, England. Initial media reports claimed that police had found a copy of the game in Leblanc's bedroom, which police had seized as evidence, and Giselle Pakeerah, the victim's mother, stated *"I think that I heard some of Warren's friends say that he was obsessed by this game. To quote from the website that promotes it, it calls it a psychological experience, not a game, and it encourages brutal killing. If he was obsessed by it, it could well be that the boundaries for him became quite hazy."* Stefan's father, Patrick, added *"they were playing a game called Manhunt. The way Warren committed the murder this is how the game is set out, killing people using weapons like hammers and knives. There is some connection between the game and what he has done."* Patrick continued *"The object of Manhunt is not just to go out and kill people. It's a point-scoring game where you increase your score depending on how violent the killing is. That explains why Stefan's murder was as horrific as it was. If these games influence kids to go out and kill, then we do not want them in the shops."* A spokesman for the ELSPA responded to the accusations by stating *"We sympathize enormously with the family and parents of Stefan Pakeerah. However, we reject any suggestion or association between the tragic events and the sale of the video game Manhunt. The game in question is classified 18 by the British Board of Film Classification and therefore its copies should not be in the possession of a minor. Simply being in someone's possession does not and should not lead to the conclusion that a game is responsible for these tragic events."*

During the subsequent media coverage, the game was removed from shelves by some vendors, including both UK and international branches of Game and Dixons. Rockstar responded to this move by stating, *"we have always appreciated Dixons as a retail partner, and we fully respect their actions. We are naturally very surprised and disappointed that any retailer would choose to pull any game ... We reject any suggestion or association between the tragic events and the sale of Manhunt."* Rockstar also reiterated that the game was intended for adults only; *"Rockstar Games is a leading publisher of interactive entertainment geared towards mature audiences, and [it] markets its games responsibly, targeting advertising and marketing only to adult consumers ages 18 and older."* As the media speculated that the game could be banned completely, there was a *"significantly increased"* demand for it both from retailers and on Internet auction sites. Giselle Pakeerah responded to this by saying *"it doesn't really come as surprise, they say no publicity is bad publicity. But I must say I'm saddened and disappointed. The content of this game is contemptible. It's a societal hazard and my concern is to get it off the shelves as there's enough violence in society already."*


Daily Mail

JONATHAN CAINER

Can you see an elephant on the Underground?

INTRIGUING IMAGES HIDDEN IN THE TUBE MAP

MURDER BY PLAYSTATION

Horror images on computer drove teenager to kill his friend aged 14

Shortly after the murder, later-disbarred American attorney Jack Thompson, who need no introduction, claimed that he had written to Rockstar after the game was released, warning them that the nature of the game could inspire copycat killings; *"I wrote warning them that somebody was going to copycat the Manhunt game and kill somebody. We have had dozens of killings in the U.S. by children who had played these types of games. This is not an isolated incident. These types of games are basically murder simulators. There are people being killed over here almost on a daily basis"*. Soon thereafter, the Pakeerah family hired Thompson with the aim of suing Sony and Rockstar for £50 million in a wrongful death claim.

However, on the same day that Thompson was hired, the police officially denied any link between the game and the murder, citing drug-related robbery as the motive and revealing that the game had been found in Pakeerah's bedroom, not Leblanc's, as originally reported in the media. According to a spokesperson for Leicestershire Constabulary, *"the video game was not found in Warren Leblanc's room, it was found in Stefan Pakeerah's room. Leicestershire Constabulary stands by its response that police investigations did not uncover any connections to the video game, the motive for the incident was robbery."* The presiding judge also placed sole responsibility with Leblanc in his summing up, after sentencing him to life. The Pakeerahs' case against Sony and Rockstar was dropped soon thereafter.

Three years later, in the build-up to the release of Manhunt 2, the controversy re-ignited. Two days after announcing the game, which was set for release in July, Take-Two Interactive (Rockstar's parent company) issued a statement which read, in part: *"We are aware that in direct contradiction to all available evidence, certain individuals continue to link the original Manhunt title to the Warren Leblanc case in 2004. The transcript of the court case makes it quite clear what really happened. At sentencing the Judge, defense, prosecution and Leicester police all emphasized that Manhunt played no part in the case."* Later that day, however, Patrick and Giselle Pakeerah condemned the decision to release a sequel, and insisted that Manhunt was a factor in their son's murder. Upon the announcement of the sequel, Patrick stated *"I'm very disappointed. This is rubbing salt into the wounds in the month we will be marking the anniversary of Stefan's death. I'm very surprised they are doing this after all that has happened and all the publicity."* Giselle added *"It is an insult to my son's memory that they have announced this game in the month we will be marking this anniversary. These game moguls are making a lot of money out of games which are morally indecent. Why do they have to pump more violence into society?"* Leicester East MP Keith Vaz supported the Pakeerahs, claiming he was *"astonished"* that Rockstar were making a sequel; *"It is contempt for those who are trying very hard to ensure something is done to control the violent nature of these games."*

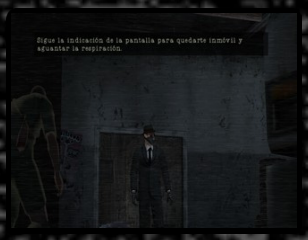
Several weeks later, Jack Thompson vowed to have Manhunt 2 banned, claiming that the police were incorrect in asserting the game had belonged to Pakeerah, and that Take-Two were lying about the incident: *"[I] have been asked by individuals in the United Kingdom to help stop the distribution of Take-Two/Rockstar's hyperviolent video game Manhunt 2 in that country due out this summer. The game will feature stealth murder and torture. The last version allowed suffocation of victims with plastic bags. The original Manhunt was responsible for the bludgeoning death of a British youth by his friend who obsessively played the game. The killer used a hammer just as in the game he played. Take-Two/Rockstar, anticipating the firestorm of criticism with the release of the murder simulator sequel, is lying to the public on both sides of the pond in stating this week that the game had nothing to do with the murder."*

His efforts to have Manhunt 2 banned were unsuccessful.

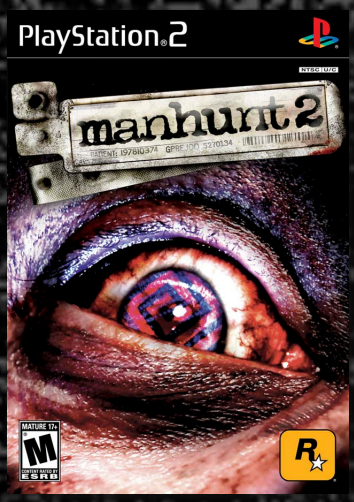
In New Zealand, the game was banned on December 11, 2003, with possession deemed an offence. Bill Hastings, the Chief Censor, stated *"it's a game where the only thing you do is kill everybody you see ... You have to at least acquiesce in these murders and possibly tolerate, or even move towards enjoying them, which is injurious to the public good."* The game was similarly "refused classification" in Australia on September 28, 2004 by the Classification Review Board, despite having already been on sale for almost a year at the time with the classification of MA15+ (restricted to ages 15 and over).

Manhunt 2

6.7



Developer	Rockstar London
Publisher	Rockstar Games
Release date	(us) October 29, 2007
Genre	Stealth, Survival horror
Mode	1 Player



Manhunt 2 is a psychological horror stealth game developed by Rockstar London for Windows and PlayStation 2. Rockstar Leeds was the developer for the PSP, and Rockstar Toronto for the Wii.

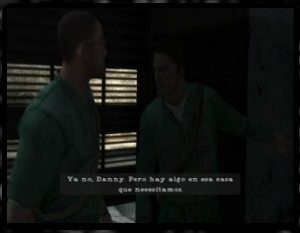
The game follows Daniel Lamb, a mental patient suffering from amnesia as he tries to uncover his identity. He is accompanied by Leo Kasper, a sociopathic assassin who guides Daniel in his journey.

Players assume the role of Daniel Lamb in third-person perspective while at some points they instead control the villain Leo Kasper. Although different in appearance and personality, both have similar controls. As with the original game, the primary gameplay mechanic is stealth execution, whereby the player character must approach an enemy from behind, undetected, and kill them. There are three 'levels' of execution, with each level progressively more violent and graphic than the last; Level 1 (Hasty) executions are quick and not very bloody, Level 2 (Violent) are considerably more gory, and Level 3 (Gruesome) are over-the-top. The player is entirely in control of which level they use; once the player has locked onto an enemy, the lock-on reticule changes color over time to indicate the level; white (level 1), yellow (level 2), and, finally, red (level 3).

Manhunt 2 has updates made to the stealth mechanics of the previous game. For example, players are now given more choices in terms of executing enemies. Aside from the three levels of execution per weapon, players can now use firearms for executions. Two further additions to the execution system are "environmental executions" whereby the player can use elements of the game world (such as manhole covers, telephones, fuse boxes, toilets, etc.) to eliminate opponents, and "jump executions" whereby players can attack enemies from above by leaping off a ledge. A scoring system based on how brutal the executions were excluded from the console versions in order to obtain an M rating from ESRB, while the PC version retained this feature.

While out of combat, players must hide from enemies by simply staying out of their point

of view or hiding in the shadows. The shadow system in the game has been tweaked from the first game. In Manhunt, unless a hunter saw a player enter a shadow area, he would be unable to detect the player within it. In Manhunt 2 however, enemy AI has been expanded, with some enemies more vigilant than others. When hiding in the shadows, if an enemy investigates the area, the player may have to mimic a combination of buttons or motions (similar to that of a quick time event), in order to regulate the character's breathing so as to ensure that he remains calm and undetected. Climbing and crawling have been added to the game to increase the sense of exploration. Another new feature is the ability to smash lights so as to create extra pockets of shadow. Audio is a hugely important aspect of the game. Simple tasks such as running, opening doors, walking on gravel and cornstalks, or accidentally knocking objects over, can alert the enemy to the player's position. However, sound sources such as machinery can be used as a tool to cover the player's own noise. Other forms of combat aside from stealth are also incorporated. Gunfights can be done when firearms are available. Players can take cover from enemy fire, while individual body parts such as the head can be targeted. Painkillers can be found throughout if the player's health is low. When the player is discovered by an enemy, they can either run, hide or attempt to fight back with hand-to-hand combat.



Development on Manhunt 2 commenced shortly after the release of the first Manhunt. Rockstar North, who had developed the first game, were working on Grand Theft Auto: San Andreas, so development was handed over to Rockstar Vienna. From Q1 to Q3 of 2005, German developer Rabcat Computer Graphics assisted them in the creation of 350+ 3D assets. However, on 11 May 2006 Rockstar Vienna was closed, and the main development of the game was handed to Rockstar London. Despite working on the game for two years, members of Rockstar Vienna received no credit in the final product. Rockstar launched the first teaser website of the game in 7 February 2007, and the official website was launched two months later. Additional information was provided by the Official PlayStation Magazine who had the first look at the game. Press coverage from other sources such as Kotaku and IGN soon followed. Kotaku posted an eyes-on-preview of Manhunt 2 featuring a recording of someone playing the game, which showed the first footage of direct gameplay.

The controversy surrounding Manhunt 2 began two days after its announcement, before any footage or information on the game had been released. The initial topic of discussion was the fact that the first game had been inaccurately connected to a murder in the UK. Take-Two themselves preempted this debate, issuing a statement on 8 February, in which they said *"We are aware that in direct contradiction to all available evidence, certain individuals continue to link the original Manhunt title to the Warren Leblanc case in 2004. The transcript of the court case makes it quite clear what really happened. At sentencing the Judge, defence, prosecution and Leicester police all emphasised that Manhunt played no part in the case."* Later that day, Patrick and Giselle Pakeerah (parents of Leblanc's victim) condemned the game and insisted that Manhunt was a factor in their son's murder. Leicester East MP Keith Vaz supported the Pakeerahs, claiming he was *"astonished"* that Rockstar were making a sequel.

On 23 February, activist Jack Thompson vowed to have the game banned, claiming that the police

were incorrect in asserting the game belonged to Pakeerah, and that Take-Two were lying about the incident; *"[I] have been asked by individuals in the United Kingdom to help stop the distribution of Take-Two/Rockstar's hyperviolent video game Manhunt 2 in that country due out this summer. The game will feature stealth murder and torture. The last version allowed suffocation of victims with plastic bags. The original Manhunt was responsible for the bludgeoning death of a British youth by his friend who obsessively played the game. The killer used a hammer just as in the game he played. Take-Two/Rockstar, anticipating the firestorm of criticism with the release of the murder simulator sequel, is lying to the public on both sides of the pond in stating this week that the game had nothing to do with the murder."* On 10 March, Thompson said he planned to sue Take-Two/Rockstar in an effort to have both Manhunt 2 and Grand Theft Auto IV banned as *"public nuisances"*.

On 16 March, Take-Two petitioned U.S. District Court for the Southern District of Florida to block the impending lawsuit, on the grounds that video games purchased for private entertainment could not be considered public nuisances. The following day, Thompson wrote on his website; *"I have been praying, literally, that Take-Two and its lawyers would do something so stupid, that such a misstep would enable me to destroy Take-Two. The pit Take-Two has dug for itself will be patently clear next week when I strike back."* On 21 March, Thompson filed a counter-suit, accusing Take-Two of multiple violations of the Racketeer Influenced and Corrupt Organizations Act (RICO), specifically a continued effort to violate his constitutional rights. He also accused the Entertainment Software Association, Penny Arcade, IGN, GamePolitics.com, GameSpot, GameSpy, Eurogamer, Kotaku, Blank Rome and the US Justice Department of collaborating and conspiring with Take-Two to commit racketeering activities. He went on to refer to Rockstar North as *"Scottish sociopaths sipping their single malt Glenlivet in between brainstorming software programming sessions"*, and accused Take-Two of *"spewing its pop culture sewage to the world's children"*. However, his claim was weakened by several factual errors contained within it.

The dispute was ultimately settled before it went to the courts; Thompson agreed not to sue, threaten to sue or attempt to block the sale or distribution of any Take-Two game, and not to communicate to Take-Two or any store selling their games any accusation that they have committed a wrongdoing by selling such products. For their part, Take-Two agreed to drop a prior suit accusing Thompson of contempt of court concerning the game Bully, which he attempted to have banned in 2005.

However, in a letter dated 8 May, to Wendy's CEO Kerrii Anderson, Thompson demanded that the restaurant drop an upcoming promotion featuring children's toys designed after the Wii games Excite Truck, Wii Sports and Super Mario Galaxy because Manhunt 2 was scheduled for release on the console. Wendy's did not respond to Thompson, and continued with their Wii promotion. On 12 May, he sent a letter to Florida Attorney General Bill McCollum and Florida Governor Charlie Crist which read, in part, *"Florida retailers are scheduled to sell a very violent video game called Manhunt 2 which will be available, remarkably, for "play" on the kids-friendly Nintendo Wii gaming platform. The Wii device does not utilize traditional push button game controllers but instead utilizes hand-held motion capture devices ... It is a training device."* In a 6 June interview on Fox News, McCollum expressed concerns regarding how Manhunt 2 utilized the Wii Remote in an interactive manner; for instance, in order to stab someone, the player would have to flick the Remote forward, in much the same fashion one would do when actually stabbing with a knife; when cutting someone's throat, the player would have to move the remote from left to right.

Also concerned about the Wii version of the game was the Center for a Commercial-Free Childhood (CCFC), who wrote to the ESRB demanding that the game be rated AO.

On 19 June 2007, less than a month prior to the game's worldwide release, Manhunt 2 was rejected by both the BBFC and the IFCO. David Cooke, Director of the BBFC issued a statement, which read, in part; *"Rejecting a work is a very serious action and one which we do not take lightly. Where possible we try to consider cuts or, in the case of games, modifications which remove the material which contravenes the Board's published Guidelines. In the case of Manhunt 2 this has not been possible. Manhunt 2 is distinguishable from recent high-end video games by its*

unremitting bleakness and callousness of tone in an overall game context which constantly encourages visceral killing with exceptionally little alleviation or distancing. There is sustained and cumulative casual sadism in the way in which these killings are committed, and encouraged, in the game. Although the difference should not be exaggerated the fact of the game's unrelenting focus on stalking and brutal slaying and the sheer lack of alternative pleasures on offer to the gamer, together with the different overall narrative context, contribute towards differentiating this submission from the original Manhunt game. That work was classified '18' in 2003, before the BBFC's recent games research had been undertaken, but was already at the very top end of what the Board judged to be acceptable at that category. Against this background, the Board's carefully considered view is that to issue a certificate to Manhunt 2, on either platform, would involve a range of unjustifiable harm risks, to both adults and minors, within the terms of the Video Recordings Act, and accordingly that its availability, even if statutorily confined to adults, would be unacceptable to the public."

In response to the ban, Rockstar themselves were quick to issue a statement; *"We are disappointed with the recent decision by the British Board of Film Classification to refuse classification of Manhunt 2. While we respect the authority of the classification board and will abide by the rules, we emphatically disagree with this particular decision. Manhunt 2 is an entertainment experience for fans of psychological thrillers and horror. The subject matter of this game is in line with other mainstream entertainment choices for adult consumers."* Rockstar also stated that they felt the game was well within the guidelines to be granted an 18 cert, and they implied that the BBFC treated games differently from how they treated films, arguing that Manhunt 2 was no more violent than recent films such as Saw and Hostel. Later, the BBFC's press officer, Sue Clarke, told IGN that Rockstar was wrong in this assertion, and that *"[they] haven't singled out"* Manhunt 2.

Later that same day, in an unexpected move, the ESRB issued the game with an AO rating. The initial impact of this decision was that major retail chains, such as Walmart, GameStop and Target would not stock the title. The following day, 20 June, Nintendo, Microsoft, and Sony Computer Entertainment issued statements saying they do not allow AO titles on their platforms, which effectively meant the game would have been banned in the US.

A few months after news of the rating broke, an early uncut PlayStation 2 version was leaked online by a Sony Computer Entertainment Europe employee.

In light of the BBFC and ESRB decisions, Rockstar decided to censor the game. Censoring took five main forms. The primary alteration was the addition of a blurring effect over executions; during an execution the screen turns red, and flashes black and white. The second alteration was the removal of all but two decapitations. Initially, several weapons in the game could decapitate enemies, but with the exception of two plot-important decapitations, all such executions were removed. Thirdly, the pliers executions were changed. Originally, a gruesome execution with a pliers involved ripping off the enemy's testicles, whilst a level 2 execution involved tearing open his throat. In the edited version, the pliers is used to beat the enemy over the head. The fourth change was the removal of innocent characters from certain levels. Originally, the game was structured in such a way that the player had the choice as to whether or not to kill these characters. If they didn't, they got the ending where Daniel defeats Leo, if they did, they got the alternate ending. The final change involved the rating system. Originally, the game had a rating system similar to the first game, whereby the player was rated based on speed and severity of execution types. To achieve a maximum rating, one had to perform a set number of gruesome executions in each level. This rating system was completely removed from the edited version.

In August, Rockstar submitted the re-edited version to the ESRB and BBFC. The ESRB were satisfied and granted the game an M rating on 24 August. Later that day, the Campaign For a Commercial-Free Childhood called for a federal investigation into how the game had had its rating downgraded; *"The [CCFC] is extremely concerned that the ESRB has downgraded its rating for Manhunt 2 [...] Despite industry claims to the contrary, M-rated games continue to be marketed and sold to children under seventeen. The ESRB's reversal of its earlier decision dramatically increases the likelihood that*

Manhunt 2 – the most violent game to date produced for the interactive Nintendo Wii platform – will be marketed and sold to children. Just three months ago, the ESRB felt that Manhunt 2 was so violent that it took the extraordinary step of giving a game an AO rating for violent content for only the second time in its history. We urge the ESRB to make public their rationale for changing Manhunt 2's rating, including detailing any content that was removed from the game. We call upon Rockstar Games to allow the content of Manhunt 2 to be reviewed by an independent review board with no ties to the video game industry. We ask the Federal Trade Commission to investigate the process by which Manhunt 2's rating was downgraded from AO to M."

US Senator Leland Yee expressed similar sentiments: *"Parents can't trust a rating system that doesn't even disclose how they come to a particular rating. The ESRB and Rockstar should end this game of secrecy by immediately unveiling what content has been changed to grant the new rating and what correspondence occurred between the ESRB and Rockstar to come to this conclusion. Unfortunately, history shows that we must be quite skeptical of these two entities. [...] Clearly the ESRB has a conflict of interest in rating these games. It is time to bring transparency to this rating system and for the industry to be held accountable. I join the CCFC in urging the Federal Trade Commission to investigate the process by which Manhunt 2's rating was downgraded from AO to M."* On 29 August, ESRB President Patricia Vance stated that the ESRB had no intention of revealing how it came to the decision to downgrade the rating. Manhunt 2 was released for PSP, PS2 and Wii in the US on 31 October, with an M rating. The very next day,

1 November, a method that removed the blurring effect on the PSP and PS2 versions was released by a group of PSP crackers. A Wii version of the blur removal soon followed. Leland Yee and the Parents Television Council demanded that Manhunt 2 be re-rated AO, but after examining the situation, the ESRB concluded it was not Rockstar's fault that these hacks could be used and decided to stick with the M rating.

On 22 November, US Senators Joe Lieberman, Sam Brownback, Evan Bayh and Hillary Clinton wrote an open letter to the ESRB asking for the game to be re-rated AO: *"we ask your consideration of whether it is time to review the robustness, reliability and repeatability of your ratings process, particularly for this genre of 'ultraviolent' video games and the advances in game controllers. We have consistently urged parents to pay attention to the ESRB rating system. We must ensure that parents can rely on the consistency and accuracy of those ratings."* The ESRB again refused to re-rate the game, and stuck with the M rating.

Despite the ESRB decision to rate the game M in the US, on 8 October, the BBFC once again refused to classify the game. David Cooke, Director of the BBFC stated *"We recognize that the distributor has made changes to the game, but we do not consider that these go far enough to address our concerns about the original version. The impact of the revisions on the bleakness and callousness of tone, or the essential nature of the gameplay, is clearly insufficient. There has been a reduction in the visual detail in some of the 'execution kills', but in others they retain their original visceral and casually sadistic nature. We did make suggestions for further changes to the game, but the distributor has chosen not to make them, and as a result we have rejected the game on both platforms."*

On 26 November, Rockstar appealed the BBFC's second decision not to rate the game with their lawyer, Geoffrey Robertson. TIGA president Fred Hasson testified that he was *"surprised at how tame [Manhunt 2] is compared to some very graphical scenes I've seen in other games which have received certification. I expected it to be a lot worse. I can't believe that this has been singled out as something that is worth banning."* He went on to accuse the BBFC of making their decision based on media pressure, particularly from the Daily Mail, which had run a campaign to have the first game banned.

On 10 December 2007, the Video Appeals Committee over-ruled the BBFC by four votes to three. However, On 17 December, the BBFC challenged the VAC decision in the High Court at the Royal Courts of Justice, claiming that the VAC had over-ruled them based on a *"misinterpretation of the law"* as laid out in the Video Recordings Act of 1984. This challenge superseded the VAC decision that the game could be classified, and halted any possibility of it going on sale. On 24 January 2008, the BBFC won their case in the High Court. Presiding Justice Mitting agreed with the BBFC's argument that the VAC had erred when considering whether the game could be considered harmful to minors. Whereas the VAC interpreted this as *"actual harm"*, the BBFC and Mitting believed it referred to *"potential harm and risk of harm"*. The BBFC also argued that the VAC based its decision on whether or not the game would have a *"devastating effect on society"*, and argued that this *"harm threshold"* was too high. Mitting ordered that the same seven member panel review their findings, and whatever decision they reach the second time would stand. The VAC did so, but they returned with exactly the same result as the first time - four votes to three in favor of classifying the game. The game was ultimately released on PS2, PSP and Wii on 31 October 2008 with an 18 certificate, a year after the US release.

On 31 October 2009, Rockstar started taking pre-orders for a PC version of the original unedited version of the game through Direct2Drive. It was released in the US on 6 November 2009 with an AO rating. However, the game was later removed from the service after Direct2Drive was purchased by GameFly, due to GameFly's policy of not carrying AO-rated games. The AO PC version of the game remains banned in the UK and

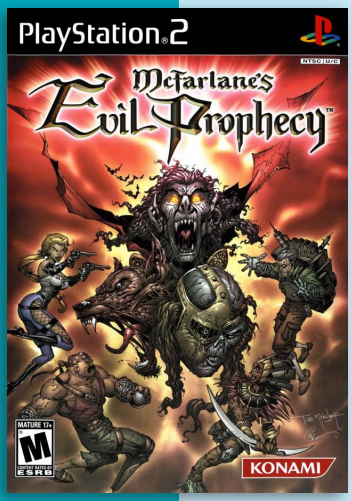
Ireland. On 25 November 2011, the uncut version was available again in GamersGate, but is only available for select regions.

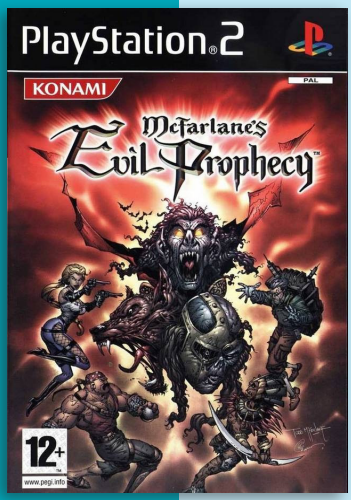
Manhunt 2 was met with mixed to positive reviews. Positive reception came from the game's presentation of graphic violence and its psychological horror-based storyline. GameSpot's Kevin VanOrd said the game was *"not as shocking as you'd expect, but Manhunt 2 still satisfies your primal instincts"*, and that the game was better to play on the PSP platform. Mikel Reparaz from GamesRadar stated that *"if you're in the mood for something creepy and horrific that'll leave you feeling a little dirty, Manhunt 2's still-shocking murders and eerie, is-it-real-or-am-I-just-insane storyline won't disappoint."*

Jeff Haynes from IGN compared the game to the original, finding it fell short of the standard that game set; *"Manhunt 2 isn't the tour de force title that will grab your attention and keep you there like the first one did."* The review went on to state that *"the AI doesn't feel as good as the first game, the setting and environments don't feel as menacing, and the story is definitely weaker. That isn't to say that Manhunt 2 isn't a good game, because it is."* 1UP.com stated that *"really, the game warrants a 4 [out of 10] because it's technically playable and, despite its best efforts, probably won't plunge the industry into a period of navel-gazing and political sanction. Everything else about it is largely forgettable."* Jonathan Hunt from X-Play suggested that without the controversy concerning the rating, the game would be *"nothing more than an obscure footnote in Rockstar's history."* Because of its controversy the game is listed at #8 in IGN's "Top 10 Gaming Controversies" and is also listed in UGO's "The Most Controversial Video Games".

Machinima listed Daniel Lamb and Leo Kasper #7 in their "Top 10 Criminal Duos in Gaming".

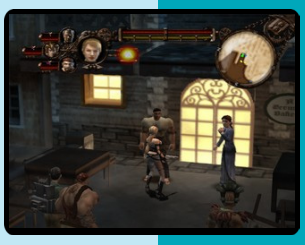
McFarlane's Evil Prophecy

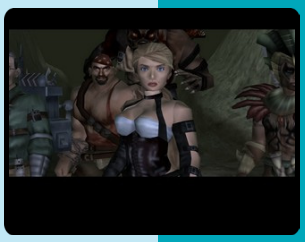




Developer	Konami
Publisher	Konami
Release date	(us) June 15, 2004
Genre	Action
Mode	1-2 (4) Players

3.4





N P

McFarlane's Evil Prophecy is an action beat 'em up with horror and supernatural elements. Players battle creatures based on a line of Todd McFarlane's action figures including classic movie monsters such as Frankenstein's monster and Dracula. The gameplay is similar to that of the Dynasty Warriors series. The visual presentation and monsters are fairly detailed, such as Frankenstein, who carries the corpse of his creator strapped to his back. Bonuses include an art gallery and interviews with creator Todd McFarlane.

The game is set in the 19th century and the dead are rising from their graves and other chaos is happening all over the world. People fear that the end of the world is coming. A book predicts that an eternal age of darkness on Earth is beginning. Dr. Hans Jaeger summons three of the best monster hunters in the world to fight the evil creatures: Logan the pirate, Delphine the gunslinger, and Sundano, a mystical African warrior. Among the monsters are Dracula, Frankenstein's monster, the werewolf, the mummy, the sea creature, and the voodoo queen.

The game received "unfavorable" reviews according to Metacritic. Game Informer listed the game among the worst horror games of all-time in 2008.

Memorial Song

6.4

J

Developer	Datam Polystar
Publisher	Datam Polystar
Release date	(jp) August 22, 2002
Genre	Visual novel
Mode	1 Player

Memorial Song is a visual novel adventure game. The protagonist, whose name is entered by the player, is a high-school student. This game is trying to show how a song can awaken the memories of the past and tie them together. The story opens as the player character listen to a song on a CD and start reminiscing events from the past and all the girls he met.

"mobygames.com"

5.1

Malice

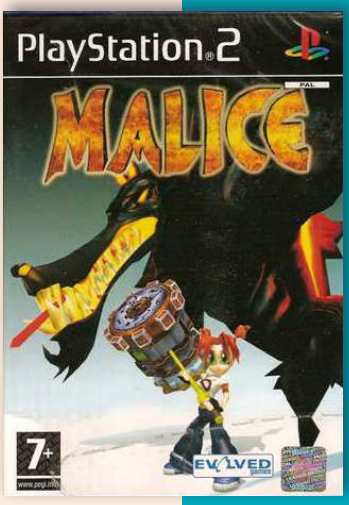
N P

Developer	Argonaut Games
Publisher	Evolved Games, (us) Mud Duck Productions
Release date	(eu) April 8, 2004
Genre	Action-platformer
Mode	1 Player

Malice is a platform game for the Xbox and PlayStation 2. The game is about the return of a goddess named Malice, who attempts to defeat the evil Dog God with the help of the Metal Guardian; the Keeper of Universe, who needs to find eight Logic Keys to locate the evil Dog God.

The player must guide Malice through 22 levels of Elemental chaos to break free of the twisted time-loops and change the devastating histories that drive the game's worlds Help Malice evolve through four different incarnations to become the Goddess destined to defeat a God gone mad. Players will use an array of spectacular magic skills and apocalyptic weaponry, like the Clockwork Hammer, the Mace of Clubs and the Quantum Tuning Fork.

The game was originally supposed to be a title for the PlayStation. It was ported and management aimed to release it in late 2001 as an Xbox launch title with band members from No Doubt doing various voice-overs and singer Gwen Stefani doing the voice for Malice. After a lengthy delay, cancellation, a change in publishers and an eventual revival, the game was released in 2004 and was met with mediocre reviews. This was Argonaut's final title released, as the company went out of business two months after the release.

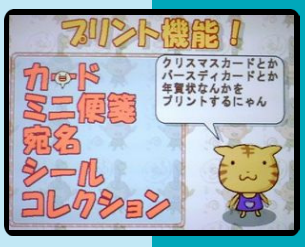


Mamimune * Mogacho no Print Hour

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) December 21, 2000
Genre	Miscellaneous
Mode	1 Player

This title is a mini-game with a TV anime "Mami-Mume Mogacho" theme. Some of the game output as well as its characters' cards can be printer on a popegg printer (a PS2 compatible printer).

"wiki.pcsx2.net"



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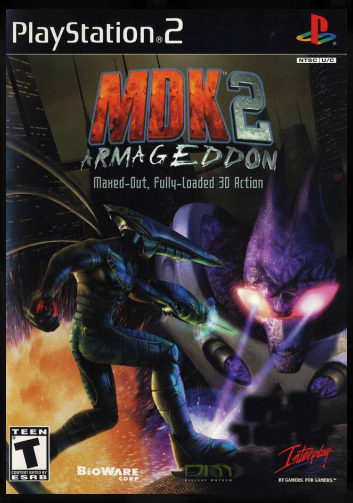
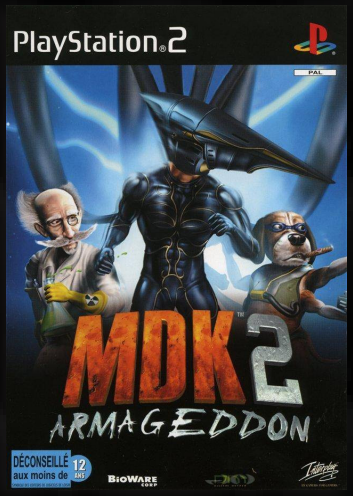




MDK2 Armageddon

Developer	BioWare
Publisher	Interplay, (eu) Virgin Interactive
Release date	(us) March 26, 2001
Genre	Third-person shooter
Mode	1 Player

MDK2 is a 2000 third-person shooter, action-adventure developed by BioWare. It is a sequel to the 1997 game MDK. First released for the Dreamcast in March 2000, it was later released for Windows in May, with newly selectable difficulty levels and the ability to manually save. In March 2001, a slightly reworked version, featuring level design modifications and gameplay tweaks, was released for the PlayStation 2 as MDK 2: Armageddon.

The game begins moments after the end of the original MDK. Believing they had vanquished the alien invaders, Kurt Hectic, Dr. Hawkins and Max are shocked to find a single Minecrawler remains. Kurt heads to destroy it, but upon doing so, encounters a massive alien called Shwang Shwing, who reveals the invasion of Earth is far from over.

For the most part, MDK2 is a run-and-gun third-person shooter. However, unlike the original game, MDK2 features three player characters, each with their own unique set of abilities, skills, weaknesses, and style of gameplay. As such, the general game mechanics are more varied than in the first game, with the inclusion of more platform and puzzle based elements than before. Except for the last level of the game, which can be played with any of the three playable characters, the player cannot choose which character to use in any given level; each level can only be played with a specific character, and as such, the level design of each level is specifically geared towards that characters' abilities.

Kurt's levels play very similarly to the previous game. As before, the player must frequently use his "ribbon chute", a parachute contained within his outfit that can be used indefinitely. The chute allows Kurt to make long jumps, survive long falls, and utilize updrafts. It deploys immediately, and retracts automatically when not being used. Kurt's weaponry includes, but is not limited to, grenades, decoy dummies and cloaking shields. Kurt's main defense is his "Coil Suit," a skin-tight armor made of a Kevlar-like material. His weapon is a chain gun, which is attached to his arm, and carries unlimited ammo. His other weapon is a sniper gun, which is created when he detaches his chain gun from his arm and mounts it onto his helmet. The sniper weapon can zoom up to a mile, and has the capability of supporting multiple types of ammunition, including homing missiles, mortar shells, sniping grenades and bouncing bullets. However, when Kurt is in sniper mode, he is only able to strafe, he cannot move forwards or backwards, and can thus be easily targeted by enemies.

Max, a two-legged four-armed genetically engineered robotic dog, is the toughest of the three characters, with 200 health points. His gameplay is focused on high-impact firepower; standing on his two back legs, he can equip and shoot up to four guns at once. He has access to numerous weapons, such an uzis, shotguns, Magnums and gatling guns. Ammo is limited for all weaponry except his default Magnum. He is also able to wear two different types of jet pack.

The standard jet pack uses fuel and when empty, must be refuelled at a fuelling pump. The atomic jetpack does not use fuel, instead refilling automatically when not in use.

Dr. Hawkins levels focus on puzzle solving and platforming, with some elements of combat. He is the weakest of the characters, with only 60 health points. Most of his gameplay revolves around combining objects to create new objects, which in turn allow him to proceed through the level. He has two independent inventories, one for his right hand and one for his left. As such, each hand can hold a different item at the same time. Items from one inventory can be combined with items from the other, but items within the same inventory cannot be combined. His main weapon is an atomic toaster, which shoots radioactive toast.

Immediately after the critical and commercial success of the original MDK, publishers Interplay wanted to begin work on a sequel. They approached Nick Bruty, who had written and co-designed the first game for Shiny Entertainment. However, Bruty was reluctant to go straight into another MDK game, explaining *"I hadn't liked rushing from Earthworm Jim to its sequel without a creative break, and I felt the game suffered because of that."* In any case, his new development studio, Planet Moon Studios, was already working on Giants: Citizen Kabuto. Bruty asked Interplay if they would consider waiting until he was finished on Giants before beginning on MDK2, but they chose to press on without him, handing development over to BioWare.

MDK2 was officially announced on October 18, 1998 when Interplay confirmed BioWare was developing the sequel for Dreamcast and Windows, using its own game engine, the Omen Engine. At the time, BioWare was thought by some to be an odd choice to take over the franchise, as they were still a relatively young company (having been founded in 1995), and had yet to release their breakout game, Baldur's Gate, which was in the final stages of development. Greg Zeschuk, co-founder of BioWare, stated *"our aim with MDK2 is to explore new directions and expand beyond the constrictive environments established in other 3D games."* He later explained *"Bioware is aiming to create the ultimate single-player experience with MDK2. We're carefully crafting a tight, but humorous, world inhabited by the most frightening and entertaining creatures yet seen in a 3D game."*

In July 1999, IGN interviewed Zeschuk. He emphasised the development team's relative inexperience with 3D action games was not a handicap; *"No one at BioWare that worked on Baldur's Gate had previously even worked on a video game before. The team making MDK2 consists partly of the 3D development team responsible for our first title, the big mech action game Shattered Steel, some members of the Baldur's Gate team and a few people new to video game development. Our belief is BioWare has been successful in the past in spite of inexperience due a serious commitment to making great games. We like new challenges and we are really excited to try out new genres and development platforms. Our experience lies in understanding what makes a good game and then collecting and motivating a group of skilled individuals to make it happen."*

Addressing the similarities between MDK2 and the original game, he explained *"The key characteristics we retained in MDK2 were the humor and the light-hearted style of the game. The reasoning is pretty straightforward - the humor and style of MDK set it apart."* He

praised the original game, stating *"There isn't much I would change about MDK. It could have been a little longer, it would have been well served by more character development and it really needed a method to tell the story of the game. We're directly addressing all of these areas in MDK2."* Speaking of how much MDK2 was influenced by MDK, he explained "*I can't even begin to explain the strength of the visual influence that the original MDK has over MDK2. I was very impressed when I first saw MDK and I'm even more impressed after having played it many times. In many ways, in MDK2 we're striving to reach the goal Shiny set with the original by using new and improved technology."*

Explaining why BioWare had elected to have three playable characters, he said, *"The decision to add Max and the Doctor as player characters to MDK2 was actually somewhat of an evolution, culminating in an epiphany. We planned to add in-game movies to MDK2 and therefore needed to make 3D models for both Doctor Hawkins and Max. In addition, these models needed to have basic animations for running, walking and other simple actions. One day while chatting with Jim Boone (our Interplay producer) on the issue of gameplay variety, it just sort of came to us. Since we've got these cool character models and they already move around, why don't we just allow the player to take control of them from time to time. It all snowballed from there and the next thing we knew we had three completely separate yet equal player characters. The largest impact to the gameplay experience, in our opinion, will be an increased variety to the gameplay. Players will have to quickly change gears between the run and gun shooting style of Max, the stealthy style of Kurt and the puzzling style of the Doctor."*

The introduction of two newly playable characters also removed the need for minigames, which were an important element of the original MDK; *"Our initial opinion is the huge variety of gameplay styles generated by our focus on three characters should replace the need for sub-games. A key focus during our development of MDK2 was to get away from the sense of perpetual strafing and shooting - in addition to the character solution, we've added quite a few puzzles to the game."*

In September 2000, after the game had been released for Dreamcast and PC, but prior to its PlayStation 2 release, IGN held an online discussion with Greg Zeschuk, line producer Derek French, lead programmer David Faulkner, and programmer Charles Randall. Zeschuk said the PlayStation 2 version, titled MDK2: Armageddon would feature the same difficulty tweaks as found in the PC version (adjustable difficulty levels and the ability to save anywhere), as well as slight redesign within most of the levels and some gameplay tweaks. Zeschuk stated *"MDK2: Armageddon is an improved version of MDK2, with specific features for the PS2. It's not a completely new game. But it is an improved, customized game."*

Faulkner and Randall explained the game was still utilizing the Omen Engine, with Faulkner saying of programming for the PlayStation 2 *"The PS2 is certainly good at pushing polys, no doubt about that. And the two vector processors can handle the physics and geometry we have with room to spare. The trick is the video memory, mainly. All of the cool visual features, like a high-res framebuffer, FSAA and high-res textures all take a lot of video memory. It's a real juggling act trying to get it to do all that at once."* Faulkner explained *"the PS2 math capabilities are like Intel's SSE, but on steroids. The math processors can be used to optimize any kind of math operations, which, in a 3D game, means a lot. So they will basically be used to speed up a lot of the 3D transformations and lighting."*

In November, IGN held a second online chat with Zeschuk, Falkner, programmer Marc Audy, lead tester Karl Schreiner, and tester Derrick Collins. Zeschuk stated Sony had recently looked at the game and been very impressed; *"They felt the gameplay improvements we've made (overall better balancing and reworking parts of every level), combined with the difficulty levels and slick controls really make MDK2: Armageddon for PS2 the definitive version of the game."* Speaking of his earlier problems with video memory, Faulkner said *"the video memory situation has improved dramatically since last time. The problem was that there was too little video memory to fit all our textures, and the machine can't use a texture unless it's specifically in video memory. What we've found since then is that the PS2 has enough bus*

bandwidth to transfer each texture from main memory to video memory as it's needed. That's on the order of hundreds of MB per second. We hadn't anticipated that the PS2 had that kind of brute horsepower on its bus. We had to reorient our thinking after that. So now we have almost more texture memory than we know what to do with."

Gameplay tweaks introduced in MDK2: Armageddon include bigger switches, weaker and repositioned enemies, and wider ledges in platforming sections. Additionally, red arrows have been used to mark the important parts of the levels, and flashing circles point out where to shoot certain bosses. The game also features fully customisable controls, which take advantage of the pressure sensitive analog sticks of the DUALSHOCK 2.

MDK2 received mainly positive reviews across all systems. IGN's Chris Carle scored the PlayStation 2 version 8.7, giving it an "Editor's Choice" award. Although he felt the graphics weren't as good as the Dreamcast version, he did feel the particle effects were better. He praised the sound, voice acting, controls and level design, arguing *"MDK 2: Armageddon is a great action title that is certainly worth twenty hours of your time."*

GameSpot's Ben Stahl scored it 7.6 out of 10, calling it *"a more rewarding and less frustrating version of what was an excellent Dreamcast game."* However, of BioWare's addition of helpful arrows during puzzles and boss fights, he wrote *"it would have been better if Bioware had actually tweaked the puzzles instead of simply pointing out the answer."* He was also critical of the absence of the manual save feature from the PC version, and found some of the levels repetitive. He concluded *"It's a bit disappointing that the year of development time between the Dreamcast and the PS2 versions of MDK2 wasn't put to better use. While the difficulty issues have been addressed to some extent, there are still areas that need work. Still, MDK2: Armageddon is a solid shooter with plenty of ingenuity and slick presentation."*

A port of the PlayStation 2 version was released for Wii via WiiWare in 2011. Also in 2011, a HD remastered version was released for Windows. Called MDK2 HD, this version features new 3D models, textures, improved lighting, and remastered music, and was released on Beamdog in October, and on Steam in July 2012.

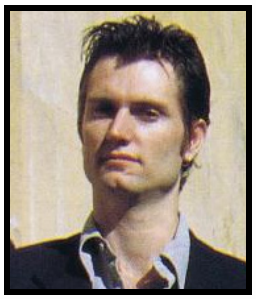
EA
GAMES

MEDAL OF HONOR
REAL AS LIFE

TARRNIE WILLIAMS

by: George Walter@PlayStation 2 Official Magazine (AU) 2002 August #05

This is the man responsible for bringing WWII to life on the PS2. We spoke to the Senior Producer at EA Los Angeles about his ambitions for *Medal of Honor: Frontline*.



As one of the top creative minds behind *MOH: Frontline*, Tarrnie Williams was charged with creating a WWII scenario that has had as much impact on the gaming's world as *Saving Private Ryan* had on the film world. And with that film's Director, Steven Spielberg on board, his task was a little easier. The finished product proves that a realistic WWII game is possible. It's an experience that soldiers who actually fought in the battle believe to be thrilling in both its intensity and loyalty to the cause. *OPS2* met Williams two months before the release of *MOH: Frontline* to find out how he felt the game's development had gone.

How did you originally get involved with the Medal of Honor games?
I've been involved for about a year. I came in part way through the production of *MOH: Frontline*. Prior to that I was on *NBA Live, Need For Speed* and *Kessen*. The Executive Producer Rick Giolito knew they were a bit behind and called me in to see what I could do.

The *MOH* series has developed a passionate following. Why do you think it's struck such a chord wiht the public?
World War II is a central part of history that most people have grown up with in one way or another. It's very easy for people to get into, as they can picture their grandfathers or other relatives they know who've fought in these kind of wars. It's more emotionally involving because it's real, because we're representing events that actually did happen, in battles that did occur.

The first mission is really quite harrowing. Do you feel you have a responsibility to teach people about WWII as well as entertain them?
Definitely. One of the main themes we're pushing is that the game is a World War II product. We have a quality level that we need to achieve in order to get people completely immersed in the experience. We want it to be as acceptable as possible - we wouldn't call it accurate but we would call it authentic. People have criticised us for not having much blood in the product, but we felt that if we pandered to the audiences and upped the gore factor, we'd lose a sense of what we were doing.

Have you had any feedback from genuine veterans?
Some said that the feelings the scenes evoke are pretty intense. Scott Langteau [Producer] received a number of letters from veterans, talking about their experiences. The team is excited about being able to bring those experiences forward to a new generation, doing it in a different way. Movies can tell a story but the viewer is always the third party - with games you actually get to *be* the protagonist and thus become more involved.

Steven Spielberg has had an influence in the previous *MOH* games. Did he have any involvement in *Frontline*?
He had some input at the beginning - less so than in the previous two games. But he's always around and often drops by, gets a build of the game to give feedback and then gets his son Max in to give thoughts.

We recognise *Temple of Doom*'s runaway minecart...
It's nice, but that's not actually his influence!

Did members of the development team visit any locations in preparation?
Our Art Director Dmitri Ellingson and his team travelled through Europe and took photographic records. They were looking for textures and getting a sense of what the atmosphere was like. You can only get the feeling and smell of the place and the taste of the air - all of those things that are hard to put into a videogame - if you've actually been there yourself.

How are the enemy troops smarter in *MOH: Frontline*?
We have enemies with different aggression levels. You can come up against a group of Germans and some of them will rush forward to grab cover positions, while others will blend into the side and head back to the rear. The soldiers ambush, guard machine gun nests and work together as a team. If you shoot the gunner another soldier will take over. Sometimes, when you've got the two forces facing

off, you can just sit and watch them lob their grenades. The other side will then pick them up and trow them back.

What's your favourite level or mission?
I would say my favourite level is Destroyed Arnheim - you fight alongside British troops to destroy the centre of Arnheim. The music for that level is a very sad piece and you get a sense of just how devastating war can be. You can see all the buildings that used to be the town centre, and the walls of the people's homes are caved in. It's very poignant and intense.'

***Frontline* introduced us to Private Barnes. Is he being groomed for greater things in more *MOH* games?**
I can't really say in terms of detail. One of the things we definitely want to do with the series is continue to add more characters to interact with and we are currently talking about adding more emotional involvement and content. Something we really strive for is to have a story where the player becomes as emotionally involved as possible. As we move forward, the products that we'll be working on will hopefully create even more of a feeling of being immersed. World War II is really about ground level combat - you go out there and converse with the people you're fighting with. We will continue to introduce new characters and have them weave in and out of the story line.

How many more *Medal of Honor* games do you envisage?
There's an awful lot of material to work from in World War II. I don't know if there's even a limit on what we could do there. I'm focusing on it in different ways. I'm looking at it from the whole of World War II where there are many different theatres of operation, an awful lot of different battles.

Are there any online considerations for future games?
No, not officially. It is something that we would be interested in though. I know as a gamer I'd love to be able to play online and when I look at it that way, I think it would be cool to incorporate and online team-based element.

Are you working on any other *Medal of Honor* games at the moment?
Well, I can't really go into any great detail about that right now. But it would be safe to say that we are...

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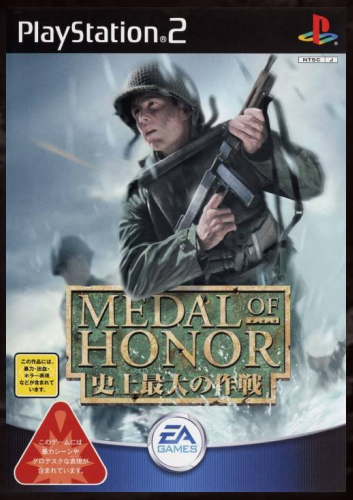
Medal of Honor Frontline



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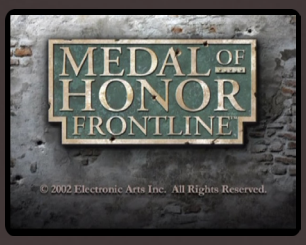
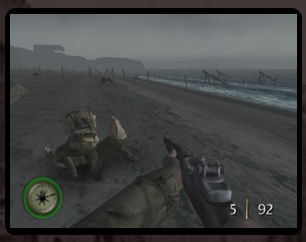
Developer	EA LA
Publisher	Electronic Arts, (us) EA Games
Release date	(us) May 29, 2002
Genre	First-person shooter
Mode	1 Player

Medal of Honor: Frontline is a first-person shooter in the Medal of Honor series, and was published by EA Games.

The player character is Lt. Jimmy Patterson, from the American OSS. Frontline takes place during the events of the first game and chronicles Patterson's journey as he fights his way across Europe into Nazi Germany during World War II.

Players take control of the protagonist player character where they fight through levels set during the Second World War against the Wehrmacht using historical weaponry of the era, performing a series of military operations. Briefings take place at the start of each mission, which advance the plot and introduce new characters. Each mission is structured through a number of linear levels, each with differing locations, levels of action and styles of gameplay. Initially the player character begins on the frontlines during D-Day backed up by other computer AI-controlled soldiers with an emphasis on fast action-orientated gun-based gameplay. As the story progress however, the player character is sent on a variety of other missions including a number of covert and undercover operations in locations such as military based, German-occupied towns and manors, submarines and countryside settings. The player character is tasked with objectives during levels that range from infiltration, espionage, rescue and recon. Because of the variety between missions and locations, gameplay also changes pace. While many missions involve Allied assaults on German targets others include elements of stealth and exploration. For example, one selections of missions has the player detach from an allied raid to infiltrate a German U-Boat in order to get to a secret facility while another has them rendezvous and sneak into a German headquarters in disguise to rescue an operative. Many missions are performed solo but also sometimes include an AI companion for backup. Health is determined by a health bar that can be replenished using a selection of "medikits" found throughout levels with varying degrees of effect.





Medal of Honor Rising Sun

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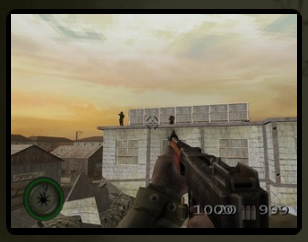


Developer EA LA
Publisher EA Games, (jp) Electronic Arts
Release date (us) November 11, 2003
Genre First-person shooter
Mode 1-2 (8) Players

Medal of Honor: Rising Sun is the fifth installment of the Medal of Honor series.

Rising Sun is set in World War II, during the Pacific War. In single-player mode, the player assumes the role of Joseph Griffin of the United States Marine Corps and it's also the first Medal of Honor game to use THX technology.

Medal of Honor: Rising Sun is a first-person shooter. It has two multiplayer modes, Deathmatch: a free for all match, and Team Deathmatch, in which the player can choose teams. The online multiplayer was one of the more successful elements of the game, coming at a time when online play titles for the PlayStation 2 were not widely available, the online mode attracted and retained a loyal player following right up to its closure in January 2007. The game also has a two-player campaign that follows the same plot (except Supercarrier Sabotage is omitted) and allows the player to respawn if the other player is still alive. This, however, lacks many things the main campaign has including the entrenching tool, the machete and most of your squadmates. Offline multiplayer is also available, where up to four people can play against each other and alongside AI bots.

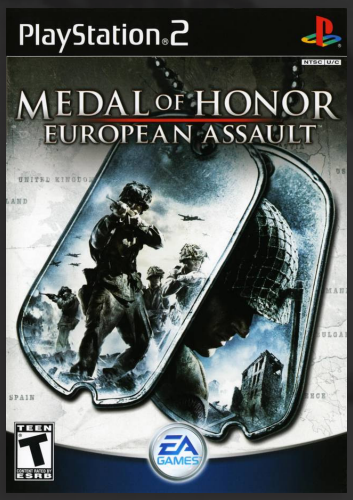
The PlayStation 2 version of Medal of Honor: Rising Sun received a "Double Platinum" sales award from the ELSPA, indicating sales of at least 600,000 copies in the United Kingdom; and a "Gold" certification from the Verband der Unterhaltungssoftware Deutschland (VUD), for sales of at least 100,000 units across Germany, Switzerland and Austria.

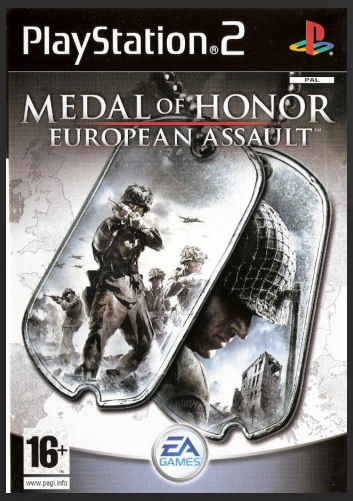
The game received "mixed or average" reviews according to Metacritic.

A sequel was originally planned in which players would have assumed the role of Joseph's brother Donnie. However, this was canceled after Rising Sun received mixed reviews.

J N P

7.3





JNP

Medal of Honor: European Assault

Developer	EA LA
Publisher	Electronic Arts
Release date	(us) June 7, 2005
Genre	First-person shooter
Mode	1-2 (4) Players

Medal of Honor: European Assault is the eighth installment in the Medal of Honor series. European Assault was released for GameCube, PlayStation 2, and Xbox.

The game's story was written by John Milius. The plot is based on Lieutenant William Holt, an operative in the Office of Strategic Services, and follows his deployments to allied forces in France, North Africa, the Soviet Union and Belgium.

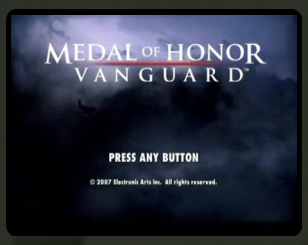
The gameplay of European Assault is essentially the same as of its predecessor, a first-person shooter; however, the weapons and interface have been slightly upgraded to be more player-friendly. Most notably the HUD has been upgraded to indicate primary and secondary target and show other squad members, and ironsights were added. The addition of Adrenaline Mode, activated by killing numerous enemies or scoring headshots, allows the player to be invincible and have unlimited ammo for a short period of time. As with all Medal of Honor games, the player is presented with a wide variety of weapons and stages pertaining to World War II.

Most missions involve Holt fighting alongside allied NPCs and working towards a common objective, often based on historical events during World War II. However, as a member of the OSS, Holt also has secondary objectives for each level, including finding documents and eliminating important German officers, such as henchmen belonging to the antagonist Graf Von Schrader.

Medal of Honor: European Assault received "average" reviews, according to Metacritic. Maxim gave the game a score of eight out of ten, stating that *"It may not appease the history buffs, but it will delight the trigger-happy."* The Sydney Morning Herald, however, gave the PS2 version a score of three-and-a-half stars out of five, saying that *"Long-term appeal is doubtful with only 11 missions available and a lack of online support for multiplayer action."*

Medal of Honor: Vanguard

6.3



Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) March 26, 2007
Genre	First-person shooter
Mode	1-2 (4) Players

Medal of Honor: Vanguard is the tenth installment in the Medal of Honor series. It was developed by EA Los Angeles and released for the PlayStation 2 and Wii.

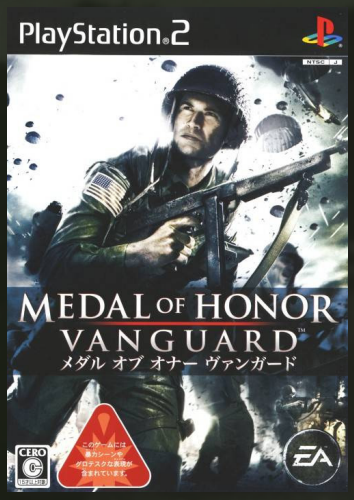
Players take on the role of Cpl/Sgt. Frank Keegan, a member of the 82nd Airborne Division, and 17th Airborne Division fighting the Axis forces of Nazi Germany and the Kingdom of Italy.

The game shares many gameplay elements with Medal of Honor: Airborne. Players are able to customize their weapons, such as adding a telescopic sight to a M1 Garand rifle and a drum magazine for a Thompson submachine gun, although these upgrades are only available on certain levels.

At the start of each of the operations, players parachute onto a battlefield (with the exception of a glider insertion at the start of the Invasion of Normandy) and can roughly designate where they land. Players who land at points marked by green smoke will be able to pick up weapon upgrades and ammunition. Missions can be played out in different ways depending on where the player lands and which weapons he or she obtains.

Content-wise, both versions of the game are the same. However, the Wii version implements the Wii Remote to accomplish such movements as crouching, jumping, making quick turns, weapon strikes, reloading, and shooting. These actions are accomplished with a standard video game interface (buttons and joysticks) on the PS2 version and are also an option on the Wii.

Medal of Honor: Vanguard received "mixed" reviews on both platforms according to Metacritic. GameSpot gave the game 5.5 out of 10 for both the Wii and PS2 versions. Most criticism for the game focused the poor graphics engine, lack of online play, and poor enemy intelligence. Also criticized was the fact that many of the game elements were already featured in the series or by other World War II shooters. Aaron Thomas of GameSpot stated that *"There's really no reason to pick it up on the PlayStation 2, and thanks to a higher price tag for the Wii version, there's very little reason to buy it for the Wii, either."*



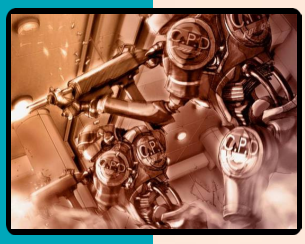
J N P

EA
GAMES

MEDAL OF HONOR
REAL AS LIFE

7.0

Medical 91

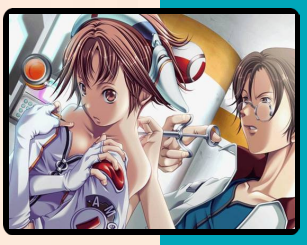


J

Developer	Takuyo
Publisher	Takuyo
Release date	(jp) July 21, 2005
Genre	Visual novel
Mode	1 Player

In the near future, computer and AI technology has advanced to the point where robots and androids live and work alongside humans. However, while war has all but ended, terrorism is on the rise, and in particular, there have been an increasing amount of robot uprisings in recent years. To combat this threat, the government has established strict regulations forbidding any robots capable of emotion.

Yuna Fubuki is the newest intern at Arion Medical Center, a prestigious and advanced medical facility. However, Yuna is actually a highly-advanced android built to be indistinguishable from a real human. She has come to AMC along with her creator, robotics prodigy Souji Saegusa, to put her abilities to the test. She must train and work as a nurse for three months without anyone discovering that she is not actually human.



Medical 91 is a Japanese-style visual novel. The majority of the game is spent reading and listening to the story unfold, though Yuna will often be given choices that will cause the story to branch in varying ways. At many points, it is possible to move freely throughout the hospital to speak with the other characters on numerous subjects.

"mobygames.com"

8.2

Mar Heaven: Arm Fight Dream

J

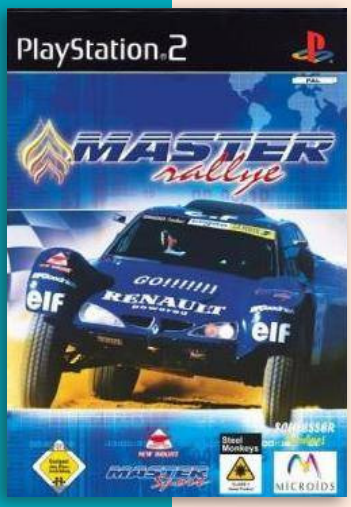
Developer	Konami
Publisher	Konami
Release date	(jp) November 3, 2005
Genre	Fighting
Mode	1-2 Players

Mar Heaven: Arm Fight Dream is a 3D fighter based on a popular manga and anime properties. In the game, combatants battle with their powerful ARMS and conventional fighting skills.

Game modes include; Story mode, VS mode, Training mode, Arm mode and Arm shop.

Master Rallye

6.5



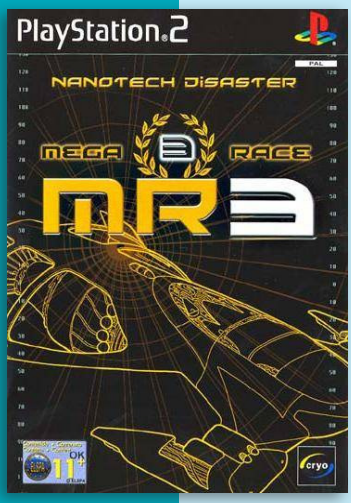
Developer Steel Monkeys
Publisher Microids
Release date (eu) November 15, 2002
Genre Racing
Mode 1-2 Players

The Master Rallye is a 5000 km long rallye from Paris to Moscow. It takes ten days to do this distance and the track leads through seven countries and all terrain types, from asphalt road over dust ways to mud and even snow. With this game, players can participate on one of the most demanding rallyes of the world. They need to race through 30 stages, on all terrain, against aggressive AI opponents, to win the cup.

P

MegaRace 3

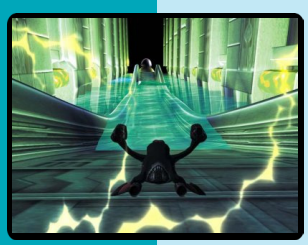
7.0



Developer Cryo Interactive
Publisher Cryo Interactive
Release date (eu) March 29, 2002
Genre Racing
Mode 1 Player

MegaRace 3 is a racing/vehicular combat released for Windows and the PlayStation 2. MegaRace 3 is the third game in the MegaRace series, after MegaRace and MegaRace 2.

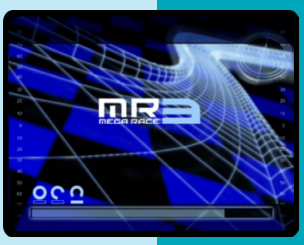
Players can choose among a dozen different vessels. Each vessel has its own strengths, characteristics and three active modes: Speed, Attack and Defense. As to be expected from all MegaRace titles, all of these ships are modular and, depending on the players results, can all be personlized. With a player's winnings, different modules can be obtained to improve the engine charactertics, and/or upgrade the armor and weapons. Several game modes are available as well, such as a simple solo race, race with customizable ships, capture the flag and duel mode. All game modes can also be played in network mode.

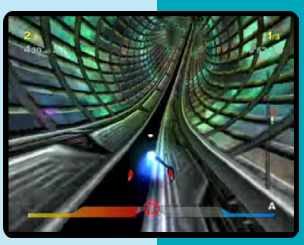


A bonus system allows players to win new weapons or defence systems and upgrade their vehicles.

This game also features host, Lance Boyle, played by Christian Erickson. It renders the game graphics in full real-time 3D, unlike the previous two games.

Microïds, owners of the Cryo brand, made the game available on GOG.com on 2 June 2009.





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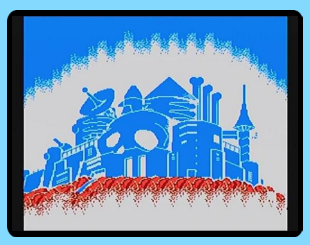


Mega Man Anniversary Collection

Developer	Atomic Planet Entertainment
Publisher	Capcom
Release date	(us) June 22, 2004
Genre	Compilation
Mode	1-2 Players

Mega Man Anniversary Collection is a compilation of Mega Man games released in North America o for the GameCube, PlayStation 2 and Xbox. Mega Man Anniversary Collection contains the first eight games in the original Mega Man series, which debuted on the Nintendo Entertainment System with the first six games, moved to the Super Nintendo with the seventh game, and moved to the PlayStation and Sega Saturn with the eighth game. The plot follows the robotic protagonist Mega Man in his continuing adventures battling the evil Dr. Wily and his army of Robot Masters.

Each game has a similar structure in which the player traverses a series of themed stages to face off against boss robots, gain new weapons and abilities, then defeat Dr. Wily in a final confrontation. In addition to these eight games, Mega Man Anniversary Collection includes two unlockable fighting games (Mega Man: The Power Battle and Mega Man 2: The Power Fighters), which had a limited release outside Japan. These two titles are similar in gameplay but a bit more streamlined. The battles cut straight to the bosses, who get progressively more difficult with each one defeated. Other unlockable elements in the Mega Man Anniversary Collection include original art and remixed music.

The "Navi Mode" present in the PlayStation (Complete Works) rereleases of the first six Mega Man games is included in the Anniversary Collection versions as well. This mode adds helpers that provide game hints if the player is in need of help, revisions the appearance of the health and weapon energy metres and revisions the weapon subscreens for the first three games. The PlayStation 2 and Xbox versions include some arranged music for the first six games, also originally present in the Complete Works versions. There are also differences for the extras between each version. The PlayStation 2 version features the original Ruby-Spears Mega Man cartoon pilot episode, while the GameCube version has an interview with Mega Man artist and producer Keiji Inafune. The Xbox version, which was released later, includes the same interview, the first episode of the MegaMan NT Warrior anime, and the ability to change the control scheme.

Some differences from the original games exist in a few cases. Several of the Nintendo games have remixed sound. In Mega Man 6, the arranged music is incorrectly mastered and suffers from extensive peaking. In Mega Man 7, an instance of the word "damn" was changed to "darn" to avoid getting a T rating. In addition, the graphics of Mega Man walking away from Wily's Castle are absent from the credits sequence, as the developers were unable to port certain Super Nintendo graphical effects. In the compilation's version of Mega Man 8, some of the Robot Masters' voice clips play at incorrect pitches. The PlayStation version of Mega Man 8 is used, as opposed to the Sega Saturn version which included bonus features and additional boss battles.

Mega Man Anniversary Collection shares qualities with Rockman Complete Works, a lineup of remakes of the first six games in the original Mega Man series, released for the PlayStation in Japan in late 1999. The six games were released individually, each disc containing a port of the original Family Computer version as the game's "Original Mode" and several extras.

A Game Boy Advance version of Mega Man Anniversary Collection was also in development and was originally due to be released concurrently with the GameCube, Xbox, and PlayStation 2 incarnations. The game, originally announced as Mega Man Mania, was to feature the five original Game Boy Mega Man games, as well as a history section and artwork gallery. The game had its release date pushed back several times, with the delay rumored to be caused by Capcom lacking the games' original source code. In January 2006, gamers contacting Capcom were told that the game had been placed on "indefinite hold". Capcom also began issuing refund checks to those who had ordered the game directly through their online store. Around the same time, several retailers, such as GameStop, declared the game "cancelled" and issued refunds or store credits.

The collection received mostly positive reviews. The collection was slightly criticized for lacking somewhat in the extras department, and the GameCube version was criticized slightly more for not including the remixed audio for Mega Man 1-6. More controversial was the change in the GameCube edition's controls, which saw its fire and jumping buttons reversed from their original Nintendo configuration with no option to arrange them back making level progression much trickier as a result. Conversely, the exclusive extra in the PlayStation 2 and GameCube versions were both praised, with the GameCube version's interview being favored. The Xbox version rated slightly better than the other two versions, because of its added exclusive content as well as the exclusive bonuses from the PlayStation 2 and GameCube versions. However, it was given a score of 8.0 (versus 8.5 for the other two versions) from IGN for arriving late, in addition to occasional graphical glitches depending on screen settings, which become more apparent when played on an Xbox 360.

Mega Man Anniversary Collection was a financial success. The GameCube and PlayStation 2 versions of Mega Man Anniversary Collection sold a combined total of over 500,000 copies in less than six months of release. Due to the popularity of Mega Man Anniversary Collection among fans of the series, Capcom followed up with Mega Man X Collection, a similar compilation consisting of games in the Mega Man X series which was exclusively released in North America on January 10, 2006. Once again, Capcom followed up with Mega Man Zero Collection, a compilation of all the games from the Mega Man Zero series that was released in 2010 for the Nintendo DS. In 2015, Capcom released Mega Man Legacy Collection, which featured the 6 original games on the NES with bonus features and improved quality. In 2017, Mega Man Legacy Collection 2 was released and featured 7 and 8, plus Mega Man 9 and Mega Man 10.

Mega Man X Collection

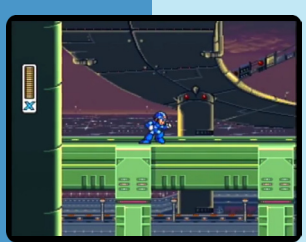
7.3

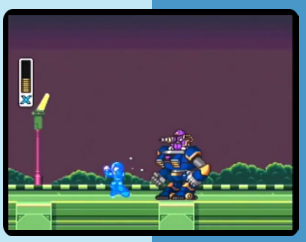
Developer	Capcom
Publisher	Capcom
Release date	(us) January 10, 2006
Genre	Compilation
Mode	1-2 Players

Mega Man X Collection contains the first six games in the Mega Man X series, which originated on the Super Nintendo and made its way primarily onto various 32-bit consoles. All six games are action platformers in which the player traverses a series of stages and gains the special weapons of defeated bosses. The compilation is a follow-up to Mega Man Anniversary Collection

Mega Man X and Mega Man X2 are based on their appearances on the SNES. Mega Man X3, also originally on the SNES, is based on its 32-bit update for the PlayStation, Sega Saturn, and PC (of which only the PC version saw North American release). The remaining three games are based on their PlayStation renditions. All of the games now use save files, including the first few titles that originally used passwords only, though upon loading save data, the player is still greeted with the old, fully functional password entry screen, complete with the correct password to access the saved game. Mega Man Battle & Chase is a game that is unlocked after completing the first three games. It is a classic series kart-racing game previously unreleased in North America. Mega Man X Collection also contains unlockable artwork and music. Unlike Mega Man Anniversary Collection, which had different unlockable content depending on the version, the PlayStation 2 and GameCube versions are identical.

Critical reviews for Mega Man X Collection have been generally positive or average. GameSpot gave the compilation a 7.2/10 and praises the first two Mega Man X games, saying they *"are just about on par with some of the better games in the original Mega Man series"*. However, they comment that X5 and X6 *"just aren't very good at all"*. They conclude by saying the compilation *"will please the series' longtime fans, and serves as a good primer for those who never had the opportunity to check out these games back in the day"*. IGN gave the compilation a 7/10, stating *"While its overall game quality and list of extras isn't nearly as consistent or flashy as its Mega Man cousin, there's still a lot to like"*.

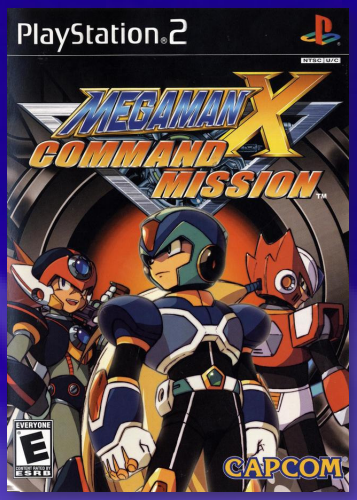




Mega Man X: Command Mission

6.9

Developer	Valuewave Co.,Ltd.
Publisher	Capcom
Release date	(jp) July 29, 2004
Genre	Role-playing
Mode	1 Player



J N P

Mega Man X Command Mission, known in Japan as Rockman X Command Mission, was developed by Capcom for the PlayStation 2 and GameCube. The game is the spin-off to the Mega Man X franchise.

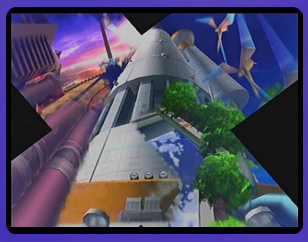
Command Mission takes place in the 23rd century, when a metallic substance called “Force Metal” is discovered that revolutionizes engineering for “Reploids”, humanoid androids with human-level intelligence. When an assault on a Force Metal mining island occurs, a “Maverick Hunter” team led by Mega Man X is sent out in response.

Unlike the action-platformers of the Mega Man X series, Command Mission is a turn-based RPG. The game follows a narrative that forces the player to go to the different stages in order, which abandons the stage select feature of many Mega Man X games. The action is split between a field screen and a battle screen, with the player always in the center of the field of view and with a map of the surrounding area in the bottom-right hand corner of the screen. Player spend their time in one of the situations described below. The hub area linked to Central Tower. From here, players transfer to the different Adventure Stages. They can visit previously completed Adventure Stages, as well as ones vital to progressing through the story. Similar to other Mega Man X games, stages are spread around Giga City, which have to be cleared to progress through the story. Most of the time, the adventure stages are “empty”, with enemies appearing randomly throughout the level as with traditional RPGs.

Throughout the game, the player may come across abandoned robots. Collecting them enables the player to deploy robots to Adventure Stages, where they can then search for money, information, data or rare items. Some robots may require special parts in order to be used. As with many RPGs, characters or enemies can be induced to enter different states of affliction that may affect their performance during battle. These status effects can all be healed by “Cure One,” or “Cure All” except “DOA”. Some names were changed

due to the fact the characters are machines. The game features the appearance of Force Metals, special alloys from meteorites that fell from outer space. Reploids and robots equipped with Force Metals gain special abilities, however, the energy that these metals exude may have unwanted side effects if the character is overloaded past force metal tolerance. X and his companions can equip these Force Metals, which can be made from special recipes collected from Deployment Missions. However, they can only equip a certain number of Force Metals. They give Reploids special abilities. Exceeding the amount they can equip may lead to them becoming Maverick, which results in them starting battle with random afflictions including but not limited to the above. Finally, some Force Metals may cancel out the side-effects when equipped.

There are a few differences between the GameCube and PlayStation 2 versions of the game. The GameCube version makes use of the GameCube Game Boy Advance Cable, in which players can connect a GBA to the GameCube, enabling the use of a special radar function to find secret items. A radar screen appears on the GBA screen, showing the immediate area around the player, the direction the player is facing and the location of any hidden items. The PlayStation 2 version features an unlockable demo of Mega Man X8 instead. The frequency of enemy encounters is higher in the GameCube version. Also, if a player takes too many turns to defeat an enemy, they experience penalties far quicker in the GameCube version than in the PlayStation 2 version. The GameCube version also runs at a higher framerate and has faster loading times than the PlayStation 2 version.



Command Mission was developed by Capcom Production Studio 3 and many of the team members that worked on Mega Man X7 and Breath of Fire: Dragon Quarter. Long-time producer and artist Keiji Inafune had always viewed the Mega Man X series in the action genre. He flatly refused when it was requested that he make it into an RPG. When asked why the team chose to make Mega Man X into an RPG, producer Tatsuya Kitabayashi explained, *"Mega Man X is respected as an action game, but also has a good story. So we've decided to focus on the story, which is why I'm creating an RPG based on Mega Man X."* Kitabayashi considered Command Mission a sequel

rather side-story or the beginning of a new series because the plot is complete at the end of the game.

Based on their experience with the Breath of Fire series, the team created a new battle system for the game but found it difficult. *"It's really difficult to create a battle mode system,"* Kitabayashi elaborated. *"Mega Man has been about jumping and shooting in an action setting, so I needed to add a new system for this game. It was quite difficult to create something that is action-like but still has an RPG-like fighting mode."* When the game's production began, the Hyper Mode was exclusive to the playable characters X and Zero. However, because this gave them too large of an advantage over other party members, all other characters were given one Hyper Mode while X and Zero were given two each. The development also decided not to include a New Game Plus option because the game is an RPG rather than an action game. Instead, they included incredibly difficult, secret bosses that were originally part of the storyline.

Ryuji Higurashi, a veteran artist of the Mega Man X series, acted as the game's chief character designer. When he learned that the game was to take place in the same time period as the Mega Man Zero series, Higurashi added several features to his designs to Command Mission to reflect their relation. However, he was initially somewhat sceptical about the changes requested for the character X. The game's musical score was composed by Shinya Okada, Yuko Komiyama, and Seiko Kobuchi. Mega Man X: Command Mission was first announced and presented by producer Koji Nakajima at the Tokyo Game Show in September 2003. To coincide with the release the launch of the game in North America, NubyTech announced Mega Man-themed game controllers for both console versions. However, only the GameCube version of the controller arrived with the release of Mega Man X Collection in early 2006.

Command Mission received mixed reviews from critics. The battle system was generally praised, with the concept of pressing combinations of buttons to pull off techniques or improve a technique's power said to be one of the game's highlights. A common complaint has been the short length and linearity of the game. One reviewer stated that the game was *"too far on the easy side"*. Though reviewers liked the cel-shaded and colorful look of the game, Phil Theobald of GameSpy noted that *"most of the environments tend to be rather bland and end up looking a lot alike."*

The differences between the two versions of Command Mission did not warrant much of a response from critics, with similar aggregate review scores on GameRankings, though the PS2 version is slightly higher. IGN does prefer the GameCube version slightly more and gave it a higher score for having a slightly more consistent frame rate.

5.8

JNP

Mega Man X7

Developer	Valuewave Co.,Ltd.
Publisher	Capcom
Release date	(jp) July 17, 2003
Genre	Action-platformer
Mode	1 Player

Mega Man X7, known as Rockman X7 in Japan, was developed by Capcom for the PlayStation 2. It is the seventh main game in the Mega Man X series and the first in the series to appear on the sixth generation of gaming consoles. It was also released for Windows exclusively in South Korea until the re-release as part of Mega Man X Legacy Collection 2. It is the first Mega Man X in the series to feature bilingual audio. It is the first and only Mega Man X game to be a third-person shooter.

Mega Man X7 takes place in the 22nd century. Daily human life is often disrupted by "Maverick" crime from the "Reploids" robots that live and work among them. The heroic "Maverick Hunter" Mega Man X has retired from the battlefield. As such, various groups have begun springing up to stamp out the ever constant threat of Maverick activity. Axl, a member of "Red Alert", questions his group's methods and escapes, only to be pursued by its leader, Red. Like other games in the series, Mega Man X7 is an action-platform game in which the player fights through an octet of selectable stages. The game differs from previous side-scrolling entries by featuring fully 3D graphics intermixed with both 3D and 2D gameplay.

Mega Man X7 is the first and only game in the series to have 3D gameplay in addition to the standard 2D style. When starting the game, the player has only access to returning Maverick Hunter Zero and newcomer Axl. The player can send the two characters to the same stage and both can be changed whenever the player needs to. In order to unlock X, the player must rescue 64 reploids (out of a possible total of 128) or defeat the eight main bosses in order to unlock him. Unlike the prequel, chips must be used immediately after they are gained and cannot be deactivated, nor changed from one playable character to another. Once all the chips for that playable character are completely maxed out, that particular character can no longer receive anymore chip upgrades.

While Zero and X retain their common weaponry, Axl has a new ability called "Copy Shot". If the player destroys certain types of enemies with said technique, they will leave an item upon their destruction. If the item (a glowing red sphere) is picked up, Axl will transform into a copy of the enemy he destroyed, with all of its features (speed, weapon, etc.).

After completing the game and saving it, players have the option to start a new game from loading that particular save file. This allows for X to become available after the opening stage and all the chip upgrades from the previous game are retained.

Mega Man X7 was developed by a team of about 30 people, led by producers Tatsuya Minami and Tatsuya Kitabayashi of Capcom Production Studio 3. This was the first game in the Mega Man series worked on by Kitabayashi. He explained that transitioning the character models of Mega Man X from 2D to 3D graphics was a challenge, but that including both

2D and 3D gameplay was not, as they had planned to have them in equal amounts for the game. The development team took into account the less-than-favorable reception for Mega Man X6, but instead of simply trying to make the next game new and fresh with 3D graphics, they decided to focus on *"getting 3D right"*. The team also attempted to build upon the action-style gameplay for which the Mega Man franchise is known along with the more adult-themed storyline of the Mega Man X series. This involved adding the newer, non-traditional character Axl to deepen and better the narrative. Kitabayashi emphasized, *"He's young, he's running away. He's like the new younger character of the group, and that's why I wanted to put him in there."* Minami stated in an interview that the game would feature multiplayer for up to two players. However, the final version of the game lacks this option.

Mega Man artist and Capcom producer Keiji Inafune had little involvement, as in most Mega Man games, in the Mega Man X series after the fifth installment. His only contribution to Mega Man X7 was lending advice to the illustrators on creating the new protagonist Axl. Inafune had been careful to make X and Zero unique when he originally designed them, and he wanted to give Axl the same treatment. The game's primary artist, Tatsuya Yoshikawa, signed on when the project was well underway. He decided to take after his predecessor Haruki Suetsugu for the direction in which to design the characters. Yoshikawa thought the team would have to create *"polygon friendly"* bosses, but decided to stick to the traditional design concepts set forth by the early Mega Man X games. As the series had finally transition into 3D, Yoshikawa also expected the team to rethink the way the game was made as they had done

in the first Mega Man X title. Inafune stated, *"My personal opinion was that 3D is simply a graphical style, and just because a game is going 3D like X7 was, it doesn't mean we 'have to' make it a 3D game."*

Mega Man X7 received mixed reviews. While it attracted some positive remarks for the character switching and Reploid rescue systems, the general consensus was that the game's mixture of 2D and 3D gameplay was well-intentioned but poorly executed. IGN found the characters unbalanced as the shooters X and Axl felt far more useful than the melee fighter Zero. In particular, critics commented that the camera and controls do not translate well from 2D to 3D. Criticism has been aimed at the English voice actors' performance, to the point that it has been recommended to try listening to the original Japanese audio. The music has been described as generic as, while appealing, it does not stand out against what previous installments have offered.

GameSpy concluded *"I can't fault Capcom or the MMX7 team for trying to reinvent a series that had obviously completely lost its way... [but] the flaccid 2D sections in this game aren't half as good as any of the levels in the original Mega Man X. The 3D bits are more compelling, but still substandard."* IGN instead placed the blame wholly on the 3D sections: *"We can't help but think that Mega Man X7 would have been better-suited staying 2D. But until Capcom realizes that the better action-oriented 3D titles allow you to manipulate the camera wholeheartedly, future installments of the series will likely run into the same problems that this one did."*

In a retrospective article involving the franchise's worst games, 1UP.com included Mega Man X7.

6.8

J N P

Mega Man X8

Developer	Valuewave Co.,Ltd.
Publisher	Capcom
Release date	(us) December 7, 2004
Genre	Action-platformer
Mode	1 Player

Mega Man X8, known as Rockman X8 in Japan, is the eighth game in the Mega Man X series.

The plot of Mega Man X8 focuses on the abduction of a next-generation "Reploid" from the construction site of a space elevator, and the subsequent pursuit of his captors. During the course of game play the motivations of these captors comes into focus, and it is up to the heroes, led by X, to stop them. The gameplay of Mega Man X8 is similar to the other games in the series, in which the player must complete a series of stages. Defeating their bosses will earn that player character its special weapon which differs between each character.

Overall gameplay in Mega Man X8 is mostly similar to previous Mega Man X games and has removed the 3D style from Mega Man X7 in favor of a 2.5D style, although two of the stages, namely "Central White" and "Dynasty", are fully 3D, played aboard a vehicle with a close third-person view. After an introductory stage, Mega Man X8 presents the player with a choice of 8 stages, with a Maverick robot serving as the stage boss. After defeating the 8 bosses, a series of fortress stages open up for the player to complete in linear progression until the final boss is defeated. This game also has an option of three difficulty modes, with slight differences between each mode.

The player starts the game with access to three playable characters: X, a shooter able to wear multiple armors that can be found hidden in the stages; Axl, a shooter able to transform into enemies and fire in any direction; and Zero, a sword fighter able to double jump. Additionally, Zero can equip additional weapons that can be purchased as chips at the store such as hammers and additional swords after finding a certain Rare Force Metal for it, excluding one of the weapons which is only available for purchase upon completing the game with Zero or entering a code in the title screen of the PlayStation 2 and Mega Man X Legacy Collection 2 versions. Axl's gameplay had been slightly reworked to make him more different from X, such as gaining the ability to acquire new guns after defeating each boss, instead of gaining their weapon. X8 introduces new mechanics to the game; the first is Guard Break, which can break enemy defenses when enemies are attacked with certain weapons. The second is Double Attack, where the playable character and the chosen partner character perform a screen-filling attack that causes heavy damage to all enemies on screen. Additionally, X's new armor, the Neutral Armor, can be customized with parts that can either form two new armors the Icarus or Hermes armor, or mixed together for different effects. However, mixed parts of armors are not as effective as complete armors which lack the Giga attack ability, forcing players to choose wisely when building armors.

Two characters can be selected to go to a stage, while a navigator can be assigned to assist the player. Depending on the navigator's qualities, the character will be informed about the stages' hidden paths or boss weaknesses. In every

stage, the characters can obtain items that can be used in a shop to buy upgrades. The three navigators can also be unlocked as the playable characters by buying chips after completing the game in the Normal or Hard levels or entering the code in the title screen of the PlayStation 2 version and later Mega Man X Legacy Collection 2 re-release.

Much like with X7, players can start a new game from an old save file upon completion of the previous game, and keep any chips that were purchased in the store. Players also have the option of starting fresh by deleting any of these chips and repurchasing them later.

Mega Man X8 was developed by Capcom Production Studio 1. The game's direct predecessor, Mega Man X7, was the first entry in the Mega Man X series to feature full 3D graphics, as well as 3D gameplay. However, as stated by Capcom producer and illustrator Keiji Inafune, the development team chose not to pursue 3D gameplay for Mega Man X8 simply because of its graphical style. Inafune himself was not involved in the production of Mega Man X8, although the game's art designers did consult with him before changing the overall style of the characters. The game's main illustrator, Tatsuya Yoshikawa, was responsible for designing the protagonists, the Maverick bosses, and the newer ancillary cast. Yoshikawa took into account what the characters may resemble if they were toys, and even imitated the joints of Revoltech figures.

The musical score for Mega Man X8 was co-composed by Yuko Komiyama, Naoto Tanaka, and Shinya Okada.

The Windows version of Mega Man X8 was released in Asia, Europe, and as a download from GameStop in North America. This version can run in windowed mode, in addition to full screen, and includes mouse and keyboard features, although it does support using a controller. The Windows version also features several languages and the possibility to toggle between Japanese and English voices, which can be changed from the main menu or after starting a new game. All of the music and cutscene dialogue is encoded in Ogg Vorbis format.

Mega Man X8 received a generally mixed to average reception. It was generally praised for returning to a more classic style of Mega Man gameplay and removing the criticized gameplay elements of Mega Man X7. IGN praised the game for its mixture of 2D and 3D, and its camera system, saying *"Thankfully the transition from one plane to another is pretty seamless and isn't the bothersome chore that switches in X7 were. It's an easy and totally acceptable gameplay method and one that should have been used in 2003 to begin with."* On the other hand, GameSpot criticized the game for its level design, which often made the game extremely frustrating to play. They also derided the story, remarking that it *"dabbles in a lot of nonsensical anime-style ramblings about things that are of little importance to the actual game."*

According to Famitsu, Mega Man X8 was the tenth best-selling game in Japan during its week of release at 14,927 units. A total of 35,546 units were sold in the region by the end of 2005.

Meine Liebe: Yuubinaru Kioku

5.6

J

Developer	Konami
Publisher	Konami
Release date	(jp) September 22, 2004
Genre	Visual novel
Mode	1 Player

Gin'yū Mokushiroku Meine Liebe is part of a series of dating sims by Konami for the GBA and PlayStation 2.

The story follows the lives of students at an elite academy of the fictional European country of Kuchen in 1937. The player assumes the role of a young girl with an eye for love. Gameplay covers two years in the school and is mainly communication based.

Meine Liebe II: Hokori to Seigi to Ai

7.7

J

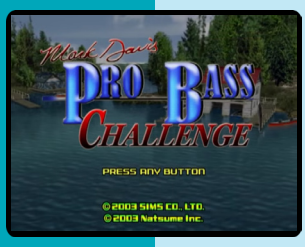
Developer	Tenky
Publisher	Konami
Release date	(jp) February 9, 2006
Genre	Visual novel
Mode	1 Player

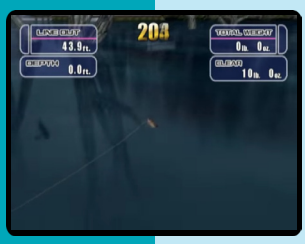
The sequel, Konami has delivered a boys love adventure game. The focus this time around is on the story, with the cast from the original, including sub-characters, returning as heroes. They're joined by three original characters. The players path through the story changes depending on the lines they select during dialogue sequences.

"psxdatacenter.com"

Mark Davis Pro Bass Challenge

7.3

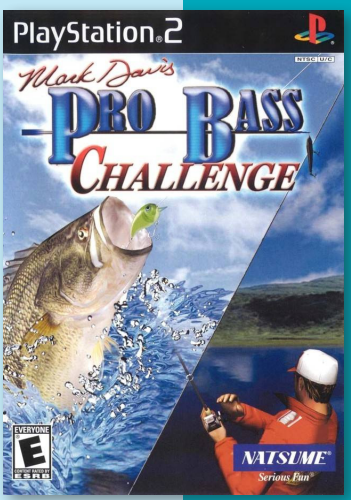




N P

Developer	Sims
Publisher	Natsume, (us) SCEA
Release date	(us) August 27, 2003
Genre	Sports
Mode	1 Player

The game is an arcade-style bass fishing game. The various tournaments follow the official rules, schedules and rating system of true American Bass Fishing tournaments. The gameplay is focused on winning matches and allowing the user to work their way up to the top, gathering equipment and rankings along the way, and compete against Mark Davis. The game is the sequel to Mark Davis' The Fishing Master for the Super Nintendo.



Melty Blood: Act Cadenza

8.1

Developer	Ecole
Publisher	Ecole
Release date	(jp) August 10, 2006
Genre	Fighting
Mode	1-2 Players

Melty Blood: Act Cadenza is a version of Melty Blood based on the arcade conversion of the same name. The main difference from the original PC game is the elimination of the story mode with its visual novel-style gameplay; this release consists entirely of 2D versus fighting, utilizing characters from Tsukihime and its sequels.

This version also contains modifications and enhancements to the original Melty Blood, including characters and changes introduced in Melty Blood: Re-ACT, as well as the tweaks made for the arcade version. In fact, this release combines elements of two separate arcade releases, Ver. A and Ver. B of Act Cadenza. Move sets for several characters have been slightly changed or completely re-vamped, and a few new characters (including a hidden one) are introduced.

"mobygames.com"

J

Melty Blood: Actress Again

8.4

Developer	Ecole
Publisher	Ecole
Release date	(jp) August 20, 2009
Genre	Fighting
Mode	1-2 Players

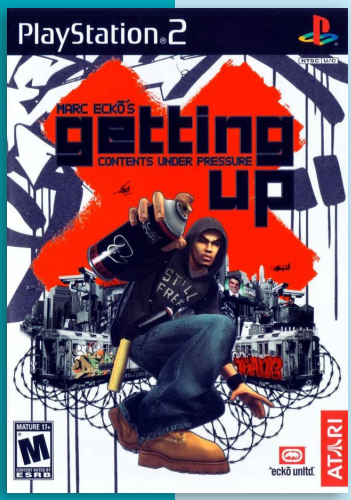
Melty Blood Actress Again is the fourth game in the series and the first with a continuation of the storyline. This was the first sequel and not a re-release or remake.

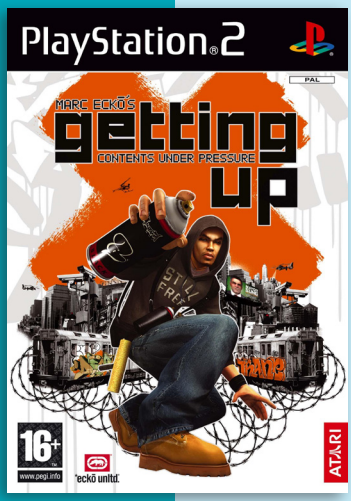
Compared to Act Cadenza, the game features three entirely new playable characters, as well as several new alternate versions of existing characters in the PS2 version. All characters now feature selection between three different fighting styles, known as Full Moon Style, Crescent Moon Style (most similar to Act Cadenza) and Half Moon Style, which changes not only the way in which life and Magic Circuit meters function, but also each characters' basic and special attacks.

An arcade port of the PS2 version, titled Melty Blood Actress Again Current Code was released in December, 2009.

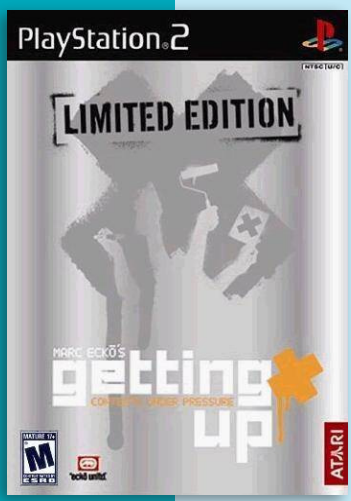
6.9

Marc Ecko's Getting Up: Contents Under Pressure





Limited Edition (us)



Developer	Double Helix Games
Publisher	Atari
Release date	(us) February 14, 2006
Genre	Beat 'em up
Mode	1 (-2) Player(s)

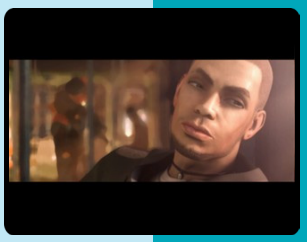
Marc Eckō's Getting Up: Contents Under Pressure is a beat 'em up released for PlayStation 2, Xbox, and Windows.

The game focuses on an amateur graffiti artist known as Trane who uses graffiti and tagging as a way to protest against the corrupt dystopic city of New Radius, in a future world where freedom of expression is suppressed by a tyrannical, Orwellian city government.

The game is story-driven with linear level progression. Most missions have platform elements and require players to lay art, varying from tags and stickers to complex pieces with full color, lettering and characters, on often difficult to reach surfaces. As it is not a friendly environment, Trane can deliver a host of punch and kick combos, use grabs, humiliate other artists, and interact with the surroundings. The players art arsenal includes markers, brushes, cans and rollers. All available pieces are kept in the black book, and new styles are unlocked while playing.

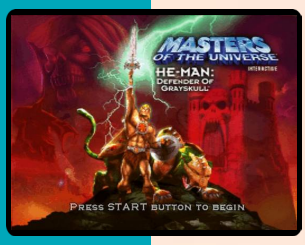
The game is conceived by clothing impresario Marc Ecko, founder of the suburban designer label Ecko and is intended to pay tribute to graffiti culture and its history. Artists such as Cope2, Futura and Seen contributed art to the game. Marc Ecko has described the challenges of developing the game in interviews. These range from a missed Black Friday release date by saying *"The code just wasn't ready"* to communicating his vision to the developers: *"The gaming community has a natural tendency to take anything cool and make it cartoonish. That was a big learning curve."* And the refusal of classification of the game in one market: *"I think it's demonization of graffiti, demonization of technology, the generational disconnect. I think video games are just a misunderstood medium."*

The game received average to positive reviews. Common criticisms were related to the game's presentation, controls, and camera, although many outlets were impressed by the potential of the concept, and hoped for a more refined sequel.



Masters of the Universe: He-Man: Defender of Grayskull

5.7



Developer	Savage Entertainment
Publisher	Midas Interactive Entertainment
Release date	(eu) February 25, 2005
Genre	Action-adventure
Mode	1 Player

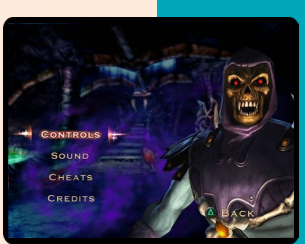
He-Man: Defender of Grayskull is a 2005 multi-platform action-adventure game follow up to the 2003 Game Boy Advance game He-Man: Power of Grayskull. Despite being completed and even featuring on the Xbox 360 Backwards Compatibility list, the game was never released on Xbox.

The game's story opens with the kingdom of Eternia in turmoil. He-Man's nemesis Skeletor has surrounded Castle Grayskull with hostile forces yet again, but this time does it when Prince Adam happened to be away in Snake Mountain to run some errands. Without He-Man around to defend the castle, the Sorceress of Grayskull must pull back all of her power reserves to break off Skeletor's forces. Unfortunately, for He-Man that means he is going to have to set off as lowly Prince Adam and slowly restore his power as the game progresses. He- Man gets wind of what is happening in with the Sorceress and must battle his way out of Snake Mountain, traverse Eternia whilst fighting off villains such as Shadow Beasts and Beast Men, and ultimately reaching Grayskull where a showdown with Skeletor awaits.

He-Man: Defender of Grayskull is an action adventure game view from a third person perspective. It starts the player off with limited powers and slowly allows He-Man to gain them as the levels progress. There is an emphasis on the various combat moves used by He-Man to defeat different enemies. As He-Man fights his way through the obstacles in each level, he adds new techniques and methods to his repertoire.

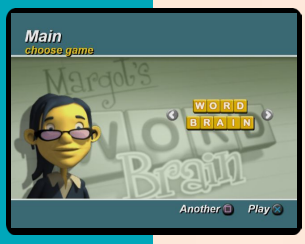
Although He-Man has several abilities, they have a limit. Players need to keep an eye out for two bars on the top screen; the health bar and the Grayskull bar.

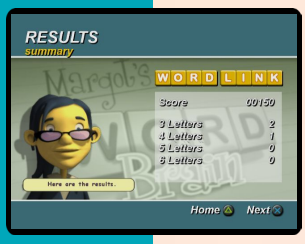
There are several supporting characters in the game. The Sorceress keeps on communicating with He-Man telepathically and also provides hints and tips to nudge He-Man in the right direction. Boss enemies are also present, some taken from the TV series itself such as Tri-Klops and some which are original, like the Sphinx.



6.0

Margot's Word Brain





P

Developer	Slam Games
Publisher	Zoo Digital Publishing
Release date	(eu) July 18, 2008
Genre	Puzzle
Mode	1 Player

Margot's Word Brain consists of six different word games that can be played on their own or as part of the ultimate Word Brain Challenge where the games are all played in sequence. In all of the games the player has to select letters to create words and all of them are timed. The games are as follows:

Word Link: The player is presented with a grid of letters and has 90 seconds to find as many three, four, five and six letter words as possible from connected letters.

Word Mine: The player is presented with six jumbled up letters and has to make as many words out of those as possible.

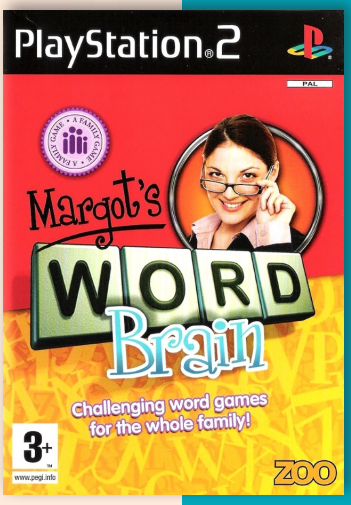
Hyper Txt: The player is presented with words that has to be spelled with a mobile phone pad as fast as possible.

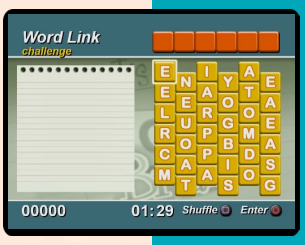
Word Run: The player competes against an AI opponent and has to place as many words as possible on a 6x6 grid.

Word Safe: Similar to Word Link but here the letters make out two wheels that can be rotated to enable more word connections.

Word Search: The player is briefly shown three six letter words and then has 20 seconds to find them on a 6x6 grid.

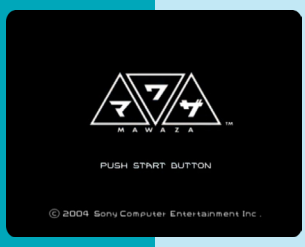
"mobygames-com"

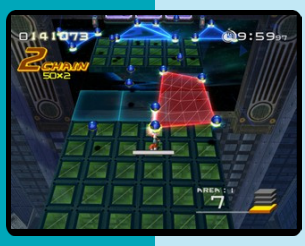




6.5

Mawaza





J

Developer	Media Vision
Publisher	SCEI
Release date	(jp) October 6, 2005
Genre	Puzzle
Mode	1 Player

Mawaza is a puzzle game by Media Vision. The game is based around simple rules in which players form triangles and squares using balls located on a play field. Once they've created a shape, they destroy it and the balls that form it, working their way to the stage's goal. It also lets the players chain moves together for higher points.

"ign.com"

Marl de Jigsaw

8.1

Limited Edition

Developer	Nippon Ichi Software
Publisher	Nippon Ichi Software
Release date	(jp) November 15, 2001
Genre	Puzzle
Mode	1-2 Players

Marl de Jigsaw is an action jigsaw puzzle spinoff of the Marl Kingdom series. It plays much like the other jigsaw games from Nippon Ichi, modifying the traditionally-leisurely game for competitive play. All of the characters and illustrations are from the first two Marl Kingdom games.

Each player is given only four pieces at any time, and must complete the puzzle by placing pieces into the correct places as quickly as possible. The first player to complete three puzzles is declared the winner. Rapidly placing the correct pieces will fill a meter which allows four different types of special moves to hinder the opponent, such as by removing solved pieces or obscuring the available pieces. Each of the more than two-dozen characters have their own set of moves available.

There are a number of different modes available. There is a battle mode for one or two players, which comes in two different variants. There is also a story mode where Crea sets out to find a missing piece of Kururu's puzzle, and must defeat a variety of other characters at jigsaw battles to do so. There is of course also a solo mode where any puzzle can be freely played with a variety of options.

"mobygames-com"

J

The Magician's Academy

6.1

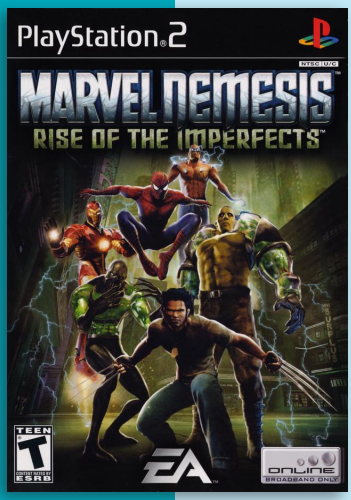
Developer	Enterbrain
Publisher	Enterbrain
Release date	(jp) June 7, 2007
Genre	Role-playing
Mode	1 Player

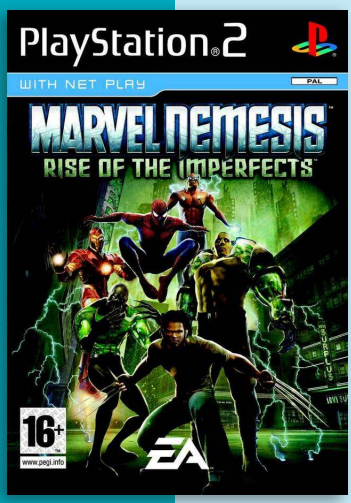
The Magician's Academy is a SRPG based on a a Japanese light novel series by Ichirō Sakaki and Blade. The game plays similar to the Disgaea series. Players can gather scenario parts and scenario maps, collect over 50 Moe spirits and powerful items at the magic warehouse.

J

5.3

Marvel Nemesis: Rise of the Imperfects





Developer	EA Canada
Publisher	EA Games
Release date	(us) September 20, 2005
Genre	Beat 'em up
Mode	1-2 Players

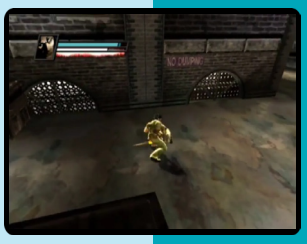
Marvel Nemesis: Rise of the Imperfects is a fighting game for the PlayStation 2, Xbox, GameCube, Nintendo DS, and PSP, which ties into the "Marvel Nemesis" comic book series.

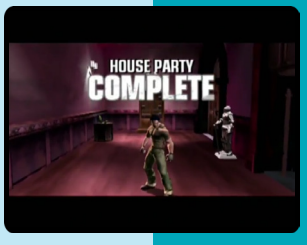
The game focuses on most Marvel Comics characters facing a new team of super villains known as The Imperfects. The game pitches a series of Marvel heroes and villains, including Venom, Wolverine, Iron Man, and Spider-Man against a series of original EA-created/owned characters. Combat is simplified in favor of allowing the player greater movement, and the game initially drew comparisons to Power Stone, Super Smash Bros. and Ehrgeiz as a result. The game featured Fatality-like finishing moves that could be triggered as soon as an opponent's health falls to 25% or lower.

The video game is based on the Marvel comic book series with the same name, a 6-issue miniseries published from June to December 2005. The miniseries does not depict the events in the game or vice versa, and has a completely different story than the video game. There are even points in the video game story and the comic books that directly contradict each other. The comic does, however, star the same characters as the video game and introduces the EA characters with, aside from one or two minor details, the same background stories and powers. The EA characters are said to be part of the regular Marvel continuity but due to the games' poor response and the fact that they're owned by Electronic Arts, they have only appeared in the above-mentioned miniseries and may never be heard of in the Marvel Universe again.

Rise of the Imperfects was the first game from a Marvel-Electronic Arts partnership formed in 2004. The partnership ended in 2006. There was a six-issue comic book limited series published by Marvel Comics. The series was written by Greg Pak and drawn by Renato Arlem.

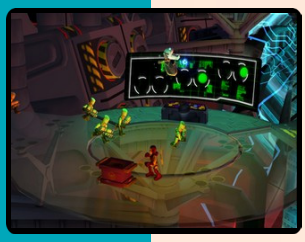
The game was met with mixed to negative reception, often criticized for its poor story mode and limited multiplayer.

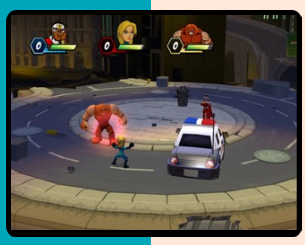




Marvel Super Hero Squad

5.9





Developer	Blue Tongue Entertainment
Publisher	THQ
Release date	(us) October 20, 2009
Genre	Action-adventure, beat'em up
Mode	1-2 (4) Players

Marvel Super Hero Squad features cartoonish super-deformed versions of the Marvel Comics superhero characters, as seen in the Marvel Super Hero Squad toy line by Hasbro, as well as the television show made by Film Roman and Marvel Animation for Cartoon Network. The game marks the first game developed from a licensing agreement between Marvel Comics and THQ.

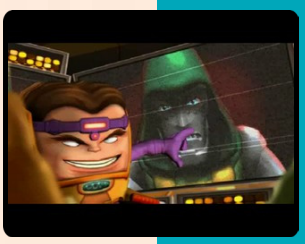
The game is based in Super Hero City and sees the Super Hero Squad battling against Dr. Doom's Lethal Legion of villains. The story is that long ago the mighty Infinity Sword was shattered and nor Dr. Doom and his minions are seeking the pieces, the Infinity Fractals. Each fractal is immensely powerful and gives whoever possesses it special powers. Super Hero City is in danger and only the Super Hero Squad can save the day!

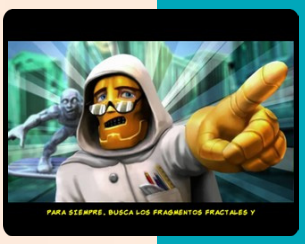
The stage is set for lots of fighting, though the enemies can be targeted so players can throw objects and use long range attacks. Player(s) can either work their way through the story in Adventure Mode, or fight with other players in Battle Mode.

The two modes of play offer different types of game-play and features: Adventure Mode is for two players and gives the player(s) six campaigns to recover the Infinity Fractals and gain new and super powers. The chance to play as one of these characters: the Hulk, Falcon, Iron Man, Thor, Silver Surfer, or Wolverine. Two unlockable campaigns featuring Spider-Man and Dr. Doom.

Co-operative play include unlockable characters, battle areas and costumes. Battle Mode allows up to four players. Players can fight as a villain or super hero and choose from over 20 characters including Avengers, Fantastic Four, and the X-Men. They can also use and create combination attacks.

The game was received rather poorly by most gaming sites.





7.6

Marvel vs. Capcom 2

J N P

Developer	Capcom
Publisher	Capcom
Release date	(jp) September 19, 2002
Genre	Fighting
Mode	1-2 Players

Marvel vs. Capcom 2: New Age of Heroes is a crossover fighting game developed and published by Capcom. It is the fourth installment in both the Marvel vs. Capcom series and Capcom's Vs. series respectively, which features characters from both Capcom's video game franchises and comic book series published by Marvel Comics. Originally released in Japanese arcades in 2000, the game received ports to the Dreamcast, PS2, PS3, Xbox, Xbox 360, and iOS devices over the span of twelve years.

Players select a team of three characters to compete in a one-on-one battle, as opposed to teams of two characters in the series' previous entry, Marvel vs. Capcom: Clash of Super Heroes. The game introduces a more refined version of the "Variable System" used in past Marvel vs. Capcom games, which allows players to tag in other team members at any point during the match. Unlike Clash of Super Heroes, which features unplayable partner characters that the player can summon at will, Marvel vs. Capcom 2 re-implements the "Variable Assist" gameplay mechanic introduced in Marvel Super Heroes vs. Street Fighter, allowing players to call upon one of their off-screen team members to perform a single special move to aid them. Each playable character possesses three different types of assists, denoted by the Greek letters α, β, and γ, which can range from projectile attacks to healing moves. Assist characters receive extra damage if struck by the opponent. As characters fight, the team members not in play will also slowly regenerate their life gauges. A match lasts until one team completely runs out of vitality for all three fighters; if the match timer reaches zero before either team is knocked out, the player with the most remaining health is declared the winner.

Similar to prior installments, as characters deal and receive damage, a colored meter at the bottom of the screen known as the "Hyper Combo Gauge" will gradually fill. When the meter is full, the player can use it to perform several special techniques, such as "hyper combos", powerful attacks that deal heavy damage; "delayed hyper combos", which allow the player to execute multiple hyper combos consecutively; and "variable combinations", which summon the player's entire team to use their hyper combos simultaneously. The game also introduces a new gameplay mechanic called the "snapback", which forces the opponent to switch characters. Marvel vs. Capcom 2 features a modified version of the six-button control scheme from Clash of Super Heroes. Instead of six attack buttons separated as three pairs of low, medium, and high-strength punches and kicks, the game utilizes a setup of four attack buttons and two assist buttons.

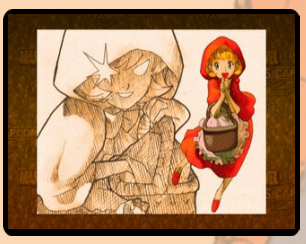
Marvel vs. Capcom 2: New Age of Heroes features both single-player and multiplayer game modes. The game has an Arcade Mode, where the player must defeat seven AI-controlled teams to reach the final boss character, Abyss, who sports three different forms. Unlike previous games in the series,

Marvel vs. Capcom 2 does not have character-specific endings, as the player will earn the same ending regardless of the characters they used to complete Arcade Mode. Versus Mode allows two players to compete against one another. Players can practice moves and combos in Training Mode, where they can also adjust certain settings, such as the number of bars available in the Hyper Combo Gauge. Score Attack, similar to Arcade Mode, pits the player against waves of AI-controlled characters; however, the main objective is to accumulate the highest score possible without the use of continues.

The arcade version of Marvel vs. Capcom 2 includes an experience system which unlocks hidden characters after a certain number of experience points are earned. This system was removed in the console versions in favour of the "Secret Factor" menu, where the player can buy hidden characters, stage backgrounds, and color schemes using points earned through normal play.

Marvel vs. Capcom 2: New Age of Heroes contains a roster of 56 playable characters. The roster features characters from various Marvel Comics properties, such as The Avengers and X-Men, and Capcom video game franchises, including Street Fighter, Darkstalkers, and Mega Man. The game also introduces three original characters: Amingo, a cactus-like creature; Ruby Heart, a French air pirate; and SonSon, a bō-wielding monkey girl and granddaughter of the protagonist from the 1984 Capcom arcade game SonSon. In most versions of Marvel vs. Capcom 2, 24 characters are available from the start, while the remaining 32 characters must be unlocked using experience points.

On December 1, 1999, Capcom announced that a sequel to Marvel vs. Capcom: Clash of Super Heroes, titled Marvel vs. Capcom 2: New Age of Heroes, was in development. It was developed for the Sega NAOMI arcade board and the Dreamcast, Capcom's first attempt at a fighting game outside of the CP System II and III hardware systems. The game was the first in the Marvel vs. Capcom series to combine hand-drawn two-dimensional sprites upon three-dimensional backgrounds. The Japanese home and arcade versions of the game were revealed to be compatible with the Dreamcast VMU. Players would be able to connect their VMU to the arcade version to exchange data, earning them experience points which could be used to unlock new characters, stages, and costume colors in the home version.



During a press conference prior to the E3 2002, Capcom unveiled its plans to bring Marvel vs. Capcom 2 over to the PlayStation 2 and Xbox consoles. While the PlayStation 2 version would allow players to compete against one another via USB modem connections, the Xbox version would not feature Xbox Live support. The online multiplayer was not available outside Japan. Online service was discontinued when Capcom began to dissolve its dial-up support in 2004. Following the commercial and critical success of Super Street Fighter II Turbo HD Remix in 2008, Capcom stated its intentions to continue making high-definition remakes of its past games. When asked specifically about Marvel vs. Capcom 2, Capcom's vice president of business development and strategic planning, Christian Svensson, indicated that the game was their most requested title by fans. On April 27, 2009, Marvel and Capcom jointly announced that Marvel vs. Capcom 2 would be coming to the Xbox 360 through the Xbox Live Arcade and PS3 through the PlayStation Store. When questioned about the lack of a Wii port, Svensson stated that Capcom was

unable to release the game on the console due to licensing restrictions and WiiWare's file size limit.

Upon release, Marvel vs. Capcom 2: New Age of Heroes received positive reviews for its frantic gameplay style, detailed backdrops and visuals, and enormous cast of playable characters. Anoop Gantayat of IGN praised the game for its refined battle system, despite its sheer level of insanity, labeling it as *"one of the best fighting games out there"*. Game Revolution lauded the game for its character roster and crazy action, claiming that Capcom crafted an excellent sequel by combining *"timeless gameplay, an ensemble cast, and hyper energy"*. The site also praised the graphics for creating a *"2.5D graphical wonder that is candy for the eyes"*. Jeff Gerstmann of GameSpot praised the new control scheme and the addition of three-on-three combat; he concluded that fans of the previous games would be pleased with the changes made in Marvel vs. Capcom 2.

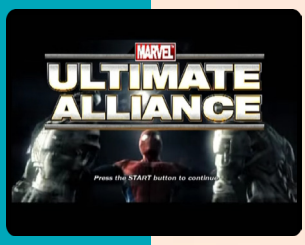
The early Dreamcast, PlayStation 2, and Xbox versions of Marvel vs. Capcom 2 were criticized for their lack of online support outside Japan. Gerstmann commented that online multiplayer would have added a lot to the game's appeal.

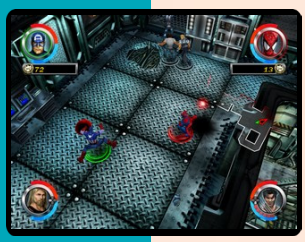
Across all platforms, many reviewers cited the jazz-inspired soundtrack as the game's biggest flaw. Jeremy Dunham of IGN described the music as *"plain god-awful"*, stating that the *"jazzy lounge lizard music and snappy beats"* did not fit the action in the slightest. Martin Taylor of Eurogamer expressed his disappointment that the game's visual flair was backed by *"a horrific, lift music-oriented soundtrack and low quality sound effects"*. Game Revolution shared the sentiment, declaring it as *"some of the lamest music that you've ever heard"*.

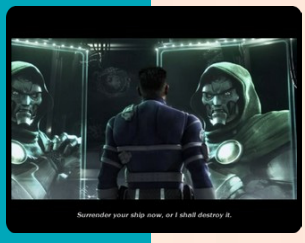
Over the years since its release, Marvel vs. Capcom 2 has repeatedly been included by various critics into their lists of the best fighting games ever, including Virgin Media in 2009, where it placed third. It was declared the best 2D fighting game by Complex in 2011 and 2013. In 2013, the game was also named as the most iconic Marvel video game by Nerdist. In 2010, GamePro also chose it as the 33rd best PS2 game of all time.

Marvel: Ultimate Alliance

8.1







Developer	Raven Software
Publisher	Activision
Release date	(us) October 24, 2006
Genre	Action-role playing
Mode	1-4 Players

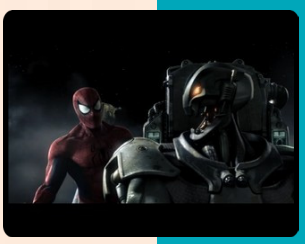
Marvel: Ultimate Alliance is an action role-playing game developed for PS2, PS3, Xbox and Xbox 360

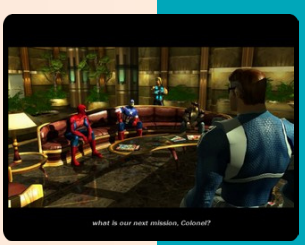
In the game Dr. Doom has united supervillains as the Masters of Evil. Now over 20 Marvel superheroes including Spider-Man, Captain America, Wolverine, Ghost Rider, Blade and Silver Surfer have come together to stop Doom.

Players can select teams of four from a range of more than twenty-two playable characters (although some characters are not initially available and need to be unlocked), allowing them to create their own superhero teams or recreate famous teams from the publications. Bonuses are also available if forming certain groups (e.g. the Avengers, Defenders, Fantastic Four, Marvel Knights, X-Men). The game also has alternative endings, dictated by the number of optional missions the player completes. Also included are trivia, artwork, and "simulator discs", which unlock non-story related missions for characters. Each character also has a variety of costumes that offer different advantages.

Marvel: Ultimate Alliance features over 140 characters, and in addition the heroes battle evil versions of both themselves and other heroes throughout the game. Some heroes also appear as a villain under mind control, such as Jean Grey. In game each character has a set of four alternate costumes however three of these costumes must be unlocked. However, some of the characters costumes are also other superheroes in the Marvel Universe. This includes Iron Man as War Machine, Thor as Beta Ray Bill, Spider-Woman as Spider-Girl and Julia Carpenter from the Secret Wars, Ghost Rider as Phantom Rider and Ms. Marvel as Sharon Ventura. Also, there are various upgrades that can be attached to characters for boosts in power, speed, defense, etc. Nintendo characters Link from The Legend of Zelda and Samus Aran from Metroid were to appear in the Wii version of the game, but were cancelled due to being presented to Nintendo in the PS2 version.

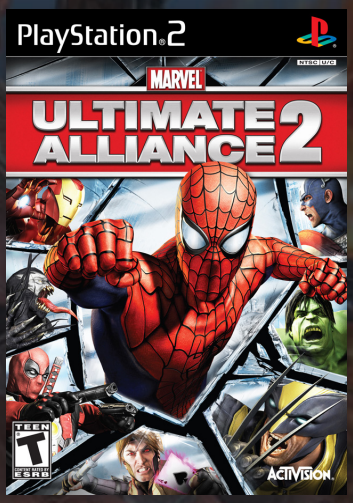
N P

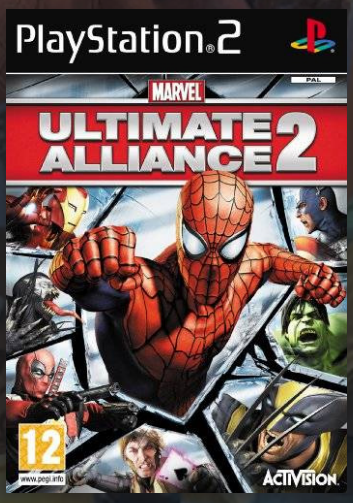


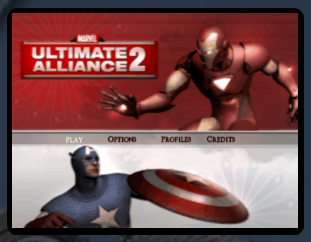


4.8

Marvel: Ultimate Alliance 2







Developer	n-Space
Publisher	Activision
Release date	(us) September 15, 2009
Genre	Action-role playing
Mode	1-2 Players

Marvel: Ultimate Alliance 2 was jointly developed by Vicarious Visions (PS3 and Xbox 360), n-Space (Nintendo DS, PS2 and Wii) and Savage Entertainment (PSP), and is published by Activision.

The game is based on the Secret War and Civil War storylines from the comics. After Nick Fury leads an unauthorized super-hero assault on Latveria and a fight gone wrong kills hundreds of civilians in Connecticut, the government passes the super-human registration act, which requires all super-powered individuals to reveal their identities to the government. At one point in the story, players have to choose the pro or anti registration side and certain heroes will always be on one side or another, locking them out if players choose the other path. The game after this point changes depending on the storyline they choose.

Marvel: Ultimate Alliance 2 borrows much of its gameplay from its predecessor. The game allows players to select a team of four given characters from a larger pool of heroes and villains; team members are interchangeable and may be swapped during gameplay. General gameplay mechanics are similar to those of the X-Men Legends series. The game is played from an isometric dungeon crawl perspective, supporting up to four players simultaneously.

The power system also has been improved, allowing two characters to combine powers, yielding a new attack, known as a "fusion". Each playable character in the game has a unique fusion with every other playable character in the game. An example is Captain America using his shield to reflect Storm's lightning bolts. Players have the ability to level up characters and earn new abilities and powers. The game resemble the character progression system found in the original Marvel: Ultimate Alliance and original X-Men Legends, except the power set numbers are different.

The game includes some format-specific characters. Stan Lee, promoter of Marvel Comics and co-creator of many of the characters, also lends his likeness and voice to New York senator Lieber; this marks the first time Stan has made a physical cameo in a video game. On April 1, 2009, Aunt May was announced to be a playable character on the official website, as part of an April Fool's joke.

Several playable characters also appear as boss battles throughout the game, such as battling Iron Man if the player chooses the Anti-Registration path, or facing Captain America on the Pro-Registration path. Other playables are unlocked by defeating them, such as Deadpool, Green Goblin and Venom.

The game was officially announced in a press release by Activision on February 8, 2008. Early reports speculated a 2008 release. At E3 2008, it was given the official name of Marvel Ultimate Alliance 2: Fusion, which would later be shortened to Marvel Ultimate Alliance 2. On February 8, 2009 the game was featured at New York Comic Con, where players were able to take green screen pictures and have themselves superimposed into the

game's backdrops.

For the PlayStation 2 and Wii versions, Version 3.5 of the Alchemy engine was used, and a team of around thirty developers works approximately thirteen months to develop the game. Several changes were made to the next-gen versions of MUA2 late during n-Space's development, accounting for the fact that Stan Lee does not cameo in these versions, that there are no alternate costumes, nor on-the-fly character swapping. n-Space created a series of articles to address fan concerns, the *"perceived shortcoming[s]"* of the game, and to answer questions. Users could also follow n-Space president and founder Dan O'Leary via Twitter to receive updates on the game.

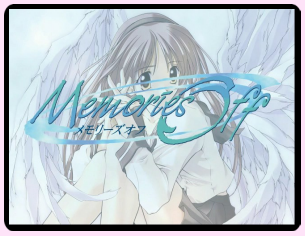
The PS3 and Xbox 360 versions of Marvel: Ultimate Alliance 2 received mixed to positive reviews from most critics. The DS, Wii, PS2 and PSP fared much poorer.

GameSpot's Kevin VanOrd stated that the game delivers *"the button-mashing, power-flinging, over-the-top action fans of the original would expect,"* additionally praising the branched story and unlockables, citing additional replay value. However, the reviewer cited *"technical oddities"* and said that the *"RPG elements were stripped down."* 1UP's Thierry Nguyen was more critical, saying that the game was *"like Ben Reilly: almost, but not quite as good as the original,"* citing issues with alternate costumes that *"seem pretty lame," "a persistent feeling of over-simplification,"* and that a hope that *"either Raven returns as the developer or Vicarious Visions learns from its missteps."* He did however praise a *"more coherent story,"* new fusion abilities, and gameplay tweaks.

Memories Off

(jp) Compilation version

(jp) Compilation version Renai Game Selection



Developer	Kid
Publisher	Kid
Release date	(tw) March 6, 2003
Genre	Visual novel
Mode	1 Player

Memories Off is a series of Japanese romance visual novel games released by KID. Several of the series' games' story have been adapted into original video animations, novels, or manga.

The first game in the series, simply called Memories Off, was released in 1999 for the PlayStation. Memories Off titles have been released on the PC as well as video and handheld gaming consoles such as the PS2, Dreamcast, WonderSwan Color, and the PSP. Subsequent versions incorporated new content not found in the original version, such as a second part of the story, Memories Off: Pure, originally released as a separate game for the Neo Geo Pocket Color.

The story of Memories Off revolves around the male protagonist Tomoya Mikami (三上 智也 Mikami Tomoya, Voiced by: Hikaru Midorikawa), a cynical seventeen-year-old student whose role the player assumes, and his interactions with his schoolmates during his second year attending the Sumisora Academy (澄空学園 Sumisora Gakuen), in which the main part of the story takes place. Tomoya meets Yue Imasaka (今坂唯笑 Imasaka Yue, Voiced by: Megumi Nasu), a childhood friend one day on a train en route to school. Yue is a lively and innocent, but clumsy girl. She is the main heroine of the story, and has a crush on Tomoya, but decided not to pursue him early on. Tomoya later also meets Kaoru Otowa (音羽かおる Otowa Kaoru, Voiced by: Yukari Tamura), another heroine. Kaoru is a girl who transfers into Tomoya's class near the beginning of the story. She maintains a cheerful personality and articulate social skills, and excels in language subjects.

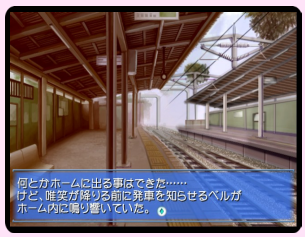
Tomoya later also encounters Shion Futami (双海詩音 Futami Shion, Voiced by: Yūko Kagata), Memories Off's third heroine. Shion is a girl who transferred into Tomoya's class in the past semester. She has a calm personality, and prefers to be isolated. Like Kaoru, Shion excels in language, and shows an interest in literature to the extent where she became a librarian. He also meets Koyomi Kirishima (霧島小夜美 Kirishima Koyomi, Voiced by: Ruri Asano), another heroine. Koyomi is actually a university student, but commutes to the school in order to substitute her mother as the cashier for the school for a week. She is kind and caring, but is also clumsy when collecting payments. She has two pet hamsters named Ggakdugi and Namul. Tomoya later also meets Minamo Ibuki (伊吹みなも Ibuki Minamo, Voiced by: Kumi Tanaka), Memories Off's fifth heroine and an underclassman. Minamo has a lively personality, and also holds an interest in art. Due to her weak health, she has to constantly commute to hospitals.

Tomoya is constantly reminded of his previous romantic interest Ayaka Hizuki (☒月 彩花 Hizuki Ayaka, Voiced by: Maria Yamamoto), the main focus of the Pure story segment, as he continues his interactions with his many schoolmates. Ayaka is Tomoya and Yue's childhood friend and is Minamo's cousin. She maintains a kind and well-mannered, but timid per-

sonality. She passes away after being involved in a traffic accident towards the end of the Pure segment to Tomoya's dismay, leading him to constantly struggle to overcome with her death, and acts callously towards others.

The gameplay in Memories Off requires little player interaction as much time is spent on reading the text that appears on the lower portion of the screen, representing either dialogue between characters, or the inner thoughts of the protagonist. Every so often, the player will come to a "decision point", where he or she is given the chance to choose from multiple options. The time between these points is variable and can occur anywhere from a minute to much longer. Gameplay pauses at these points and depending on which choice the player makes, the plot will progress in a specific direction. There are six main plot lines that the player will have the chance to experience, one for each of the heroines in the story. To view all five plot lines, the player will have to replay the game multiple times and make different decisions to progress the plot in an alternate direction.

In the versions subsequent to the original PS and PC releases, a second scenario called Pure is made available after the scenarios for the heroines, 1st Story, are completed. Pure covers the story set three years prior to the main portion of the game and revolves around Tomoya, Ayaka and Yue when they are still attending middle school. A third scenario called After Story is available immediately upon starting a new game in the PSP version. After Story is a continuation of the first portion of the game. Unlike the other scenarios, After Story is not accompanied by voice acting, character sprites and choices, allowing one to enjoy the story without any interaction.



Like most of the previous games developed by KID, Memories Off was developed as an all-ages title, and does not contain any risqué situations. Art direction was headed by Yukihiro Matsuo, while character designs were provided by Mutsumi Sasaki. The scenario in the game was split between six people. Kotaro Uchikoshi worked on Ayaka's and Yue's story; Chabō Higurashi worked on Shion's story; Riichirō Abe worked on Miyako's story; Nobuhito Takabayashi worked on Kaoru's story; Tomohiro Sasaki worked on Minamo's story; and TAS who contributed to Ayaka's story. Music from the game was composed entirely by Takeshi Abo.

The PS2 game, also known as Memories Off 1, was later released in Japan with Memories Off 2nd as Memories Off Duet on March 27, 2003, and contained additional scenarios. The stand-alone title was a Taiwanese and Korean only release, although the game was released in Japan with Memories Off 2nd under the name Memories Off Duet: 1st & 2nd Stories which also contains additional scenarios.

Memories Off Complete, the Dreamcast version of the original visual novel, was well received by RPGFan, and was given an 83% from their grading scale. The reviewer praised the game's soundtrack and the game's Pure scenario, citing *"it was very sweet, often funny, and it was wonderful seeing Tomoya's friendship with Ayaka and Yue"*, though noted the game's visuals and voice acting as *"decent, but unremarkable"*.

According to Uchikoshi, he received a lot of criticism from players after the game came out, who told him that he did not understand bishōjo games, and how the protagonist is supposed to be the player. This had a large impact on him, and influenced his later visual novel Ever 17: The Out of Infinity.

7.0

Memories Off Duet: 1st & 2nd Stories

Developer	Kid
Publisher	Kid, CyberFront
Release date	(jp) March 27, 2003
Genre	Compilation
Mode	1 Player

Memories Off Duet: 1st & 2nd Stories is a compilation pack and contains: Memories Off, Memories Off: Pure game, Memories Off 2nd game and Memories Off 2nd: Yuki Hotaru bonus prequel story to Memories Off 2nd.

While Memories Off and Memories Off 2nd are ports from Dreamcast/PlayStation releases, Memories Off 2nd were never release for PlayStation 2 as standalone. Furthermore, Memories Off: Pure is a port from Neo Geo Pocket original platform with higher resolution CG and added voice-acting, also not available as standalone PC or PS2 game.

Memories Off: Pure is a prequel to Memories Off. The events of the game take place three years before those of the previous game, when the protagonist Tomoya Mikami was still attending middle school. The game primarily revolves around his relationships with his childhood friend Yue Imasaka and Ayaka Hizuki, whose tragic fate is mentioned in the first game.

Gameplay-wise, the prequel is identical to the preceding game, with the gameplay being reduced to occasional decision-making that influences the course of the story and ultimately leads it to different endings.

Memories Off 2nd featuring whole new characters with similar gameplay.

The player plays as Ken Inami, a 17 year old junior high-school student. Ken has his dreams and aspirations and would want to go to a film school. His girlfriend, Hotaru Shirakawa, is more interested in music and would like to go to a music school. They've been dating for a while, and while they thought it may last forever, their relationship hit a bump and is hanging by a thread. As Ken, players can try and save his relationship, or break up and chase after another girl. Game features many different endings, depending on the girl he end up with. Or if it's the bad ending, the girl he break up in the end.

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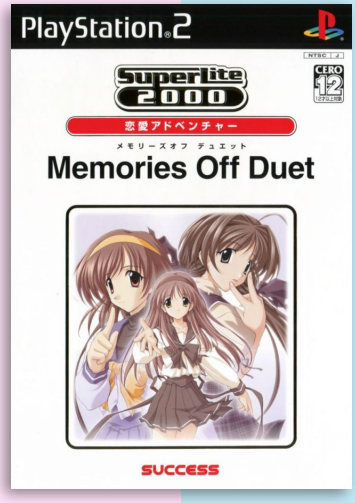
Renai Game Selection

SuperLite 2000 Renai Adventure



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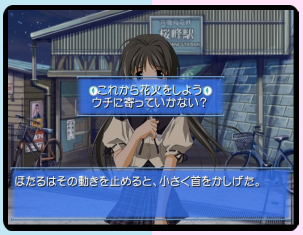

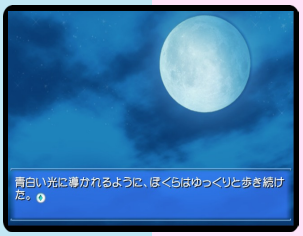

Memories Off Mix

8.5

Developer	Kid
Publisher	Kid, Success
Release date	(jp) September 25, 2003
Genre	Board
Mode	1 Player

Memories Off Mix is a bit off the usual games from the series. While the game has a story mode, it also features different puzzle games that require thinking and speed.

In the story mode, players take the role of Shin Inaho. One day, a girl figure appears in front of him. She introduces herself as Ayaka. However, she does not appear to be an ordinary girl. Nobody except Shin can see her, and she cannot go home until she gets “angel wings”, so she is stuck here for the moment. Shin and Ayaka decide together to look for angel wings that she needs.

Aside from story mode, there are several different games which include memory game, 4x4 square 15 tile picture assembling puzzles, battle puzzles, speed competition card game, and multiple-answers quiz game relating to Memories Off and Memories Off 2nd.

J

Memories Off: Sorekara

8.3

J

Developer	Kid
Publisher	Kid, CyberFront
Release date	(jp) June 24, 2004
Genre	Visual novel
Mode	1 Player

The player character are a 3rd grade student in Hamasaki high-school. His girlfriend, Inori Misasagi, is in the same grade as him. The two of them have been dating for over two years now, and while his relationship may seems perfect on the outside, it seemed to have hit a rough patch recently. He has been busy with his part-time job and he didn’t even notice how Inori’s feelings for him have subsided by the time the graduation day drew near. The two of them go to an old little church on the shore where they started the romance, and while anxiously anticipating her to tell him her troubles, Inori says that the two of them should break up.

The gameplay is similar to previous games in the series, letting players select the route when choices appear on the screen which leads to different endings.

Memories Off: Sorekara Again

7.0

J

Developer	Kid
Publisher	Kid, CyberFront
Release date	(jp) March 23, 2006
Genre	Visual novel
Mode	1 Player

Sorekara Again is a direct sequel to Memories Off: Sorekara which takes events during the following days to the original story. Game features three separate stories (so called “after episodes”), each one centering around the time Isshuu Sagisawa, the same protagonist from the original story, spent with a different girl, Inori Misasagi, Miyabi Fujiwara and Karin Hanamatsuri. Gameplay itself is pretty much unchanged, the plot changes based on the choices players select during the story.

The Limited Edition release contains: the game, a postcard set and a Drama CD.

“mobygames.com”

Memories Off After Rain Vol. 1: Oridzuru

5.0

Developer	Kid
Publisher	Kid, Success
Release date	(jp) January 27, 2005
Genre	Visual novel
Mode	1 Player

J

Memories Off After Rain is a set of three Japanese romance visual novels. They are the sequels to Memories Off and Memories Off 2nd.

This visual novel if first in the three volume series. About halfway through the game you get to make a choice which takes the story in a certain direction.

The protagonist of the story is Tomoya Mikami, a 3rd grade high-school student. When he was in junior high-school, he had a girlfriend called Ayaka Hidzuki. But after she has been involved in a car accident and passed away, he lost touch with the world and became more confined. During his hard time, Yue Imasaka, his childhood friend, has helped him shake off the depressive mood and lifted his spirits and made him start thinking positively again. The two of them became real close and before realizing, they became a couple.

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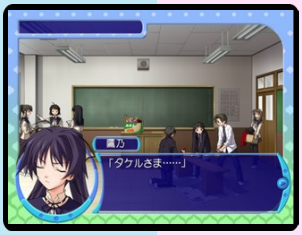
Memories Off After Rain Vol. 2: Souen

8.8



Developer	Kid
Publisher	Kid
Release date	(jp) February 24, 2005
Genre	Visual novel
Mode	1 Player

Second volume in the After Rain trilogy. This time, the protagonist of the story is Ken Inami, a 3rd grade student of a Hamasaki high-school. He has overcome a rough patch in a relationship with his girlfriend, Hotaru Shirakawa. But in his mind, the memories from that summer are still keeping him pondering. The game puts focus on Ken's and Hotaru's relationship from summer time to autumn's school festival.

Gameplay works identically as in first volume, allowing players to affect the story by selecting choices when they present themselves during the plot.

"mobygames.com"

J

Memories Off After Rain Vol. 3: Sotsugyou

5.0

J

Developer	Kid
Publisher	Kid, Success
Release date	(jp) March 31, 2005
Genre	Visual novel
Mode	1 Player

Final chapter in the After Rain trilogy. The story continues on the previous two games, but this times features two protagonists. One scenario follows the story of Tomoya from first volume, and the other follow's Ken's story as the graduation time approaches. The story tells the events around the time of graduation, their passing and/or failing to graduate, and the paths they take in comparison to that of their girlfriends.

The gameplay remains similar to the first two volumes in the trilogy.

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Memories Off #5: Togireta Film

7.0

Developer	Kid
Publisher	CyberFront
Release date	(jp) July 12, 2007
Genre	Visual novel
Mode	1 Player

The protagonist of this Memories Off story is Haruto Kawai, a sophomore at the university of literature. He is a member of a small movie circle and dreams of making movies one day. But due to the passing of his closest friend a year ago, he had to abandoned that dream. One day, a mysterious woman, Mahiro, appeared in front of him. With her arrival, the atmosphere between Haruto and his colleagues started to change, and the interrupted film began to quietly turn.

The gameplay is similar to that of its predecessors in the franchise. The story changes and branches based on selecting different choices presented on the screen. Game features 7 different songs in total, two for opening and ending, and five for different heroines, each performed by a different artist.

Memories Off #5 Encore

Developer	Kid
Publisher	Kid
Release date	(jp) October 27, 2005
Genre	Visual novel
Mode	1 Player

7.6

Encore takes place in December, about six months after the summer season events that took place in Memories Off #5: Togireta Film. A festival competition for creating a short movie is going to be held on February, next year, which will give plenty of time for the same protagonist, Haruto Kawai, to both make the movie and meet new girls.

In this fan disk sequel, the story focuses only on three different girls: Asuka Hina, Mahiro Sendou, and Akina Ichijou. This game also lets the player experience the story from the perspective of two other characters besides Haruto. The gameplay itself does not stray from the usual recipe of altering the story by selecting different choices that present themselves on the screen at key moment in the storyline.

The limited edition PlayStation 2 release included a soundtrack for the game.

Memories Off 6: T-Wave

8.8

Limited Edition

Developer 5pb
Publisher 5pb, CyberFront
Release date (jp) August 21, 2008
Genre Visual novel
Mode 1 Player

Memories Off 6: T-wave was the second game in the Memories Off series to be developed by 5pb. after exclusive development and distribution rights of the series was transferred over to 5pb. from Cyberfront. A manga adaptation of the game was published in the Comic Alive magazine in 2008.

The story of Memories Off 6: T-wave starts in autumn and takes place in the Sumisora Highschool campus. With exams being over, students are getting ready for the school festival. The protagonist of the story, Shio, has always had a rough friendship with his childhood friend, Lilith. Being girly and all, she seemed to have rather abused her friendship, with disregard to his feelings of how others see him when he is around her. One day, she introduced her to her friend, Chise, which sparked something between Chise and Shio. But she may just start to realize that her personality towards Shio wasn't that of spite as the feeling of jealousy start to enter the scene.

The sixth main game in the series, T-wave follows the similar style and gameplay to that of its predecessors.

The character designers for the game are Takayuki Koshimizu and Yukihiro Matsuo, who also worked for the previous 3 games.

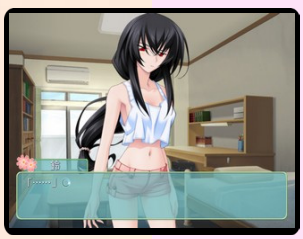
J

Memories Off 6: Next Relation

6.0

Developer 5pb
Publisher 5pb
Release date (jp) August 27, 2009
Genre Visual novel
Mode 1 Player

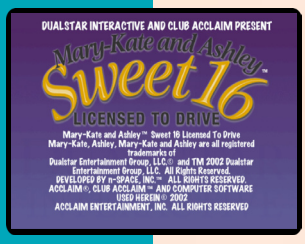
Memories Off 6: Next Relation continues the story of Memories Off 6: T-wave. Now that the players have got to know all the main girls in the story, it's time to take the relationship to the next level with the girl of their choice. During the prologue they will select the girl they wish to concentrate on and the story will branch accordingly ultimately leading to the romantic ending with the girl of their preference.



J

4.7

Mary-Kate and Ashley: Sweet 16 - Licensed to Drive



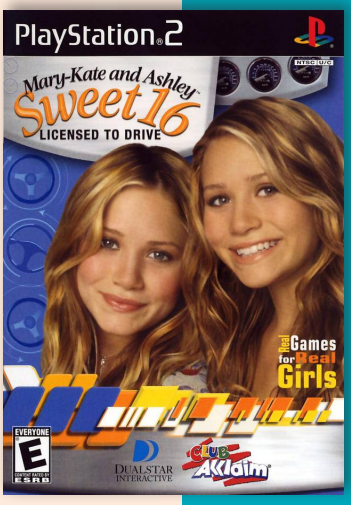
N P

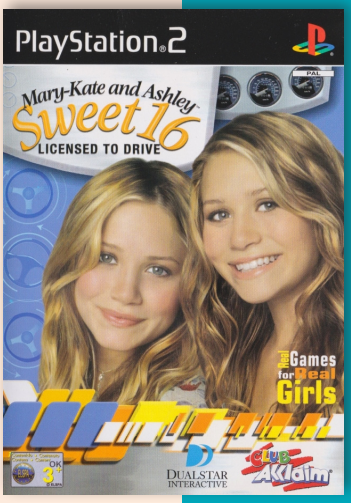
Developer	n-Space
Publisher	Acclaim
Release date	(us) November 20, 2002
Genre	Party, mini-games
Mode	1-2 Players

Mary-Kate and Ashley: Sweet 16: Licensed to Drive is a party game for up to four players. Players take the role of Mary-Kate, Ashley or one of their friends. As they just turned sixteen, they drive around the game boards, which look like cities, in their own cars.

In each turn of the main adventure mode, a spinner determines how far each player goes. Some spaces have special actions that move the player, assess fines or grant bonus, or allow the player to purchase items to help them in the game. If two players land on the same space, there is a head-to-head competition to determine who can stay. At the end of each round, there is a four-player minigame. These minigames can involve racing racing, windsurfing, kayaking, assembling a car from pieces to match a picture, tag, reflexes or any number of other things. Coins to purchase helpful items are awarded based on performance in these games.

There is also a Bring It On mode where victory is determined by winning a set number of minigames. This can be played with or without the game board and an Arcade mode, which allows players to just play the minigames.





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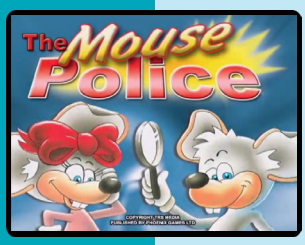
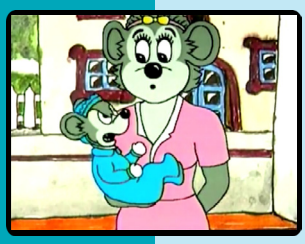
The Mouse Police

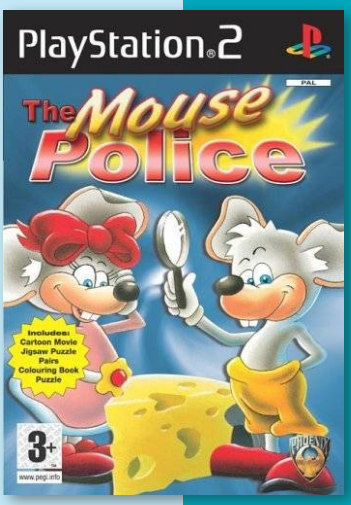




P

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) March 18, 2004
Genre	Mini-games
Mode	1 Player

The Mouse Police is a Phoenix Games title for the PS2. It feature the variety of mini-games targeted for young children, and a Dingo cartoon The cartoon revolves around the detective Chester from Muenster who must help Max and Sophie Emmental solve the cheese truck robbery.



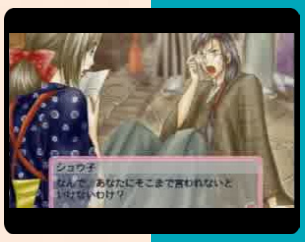
Meshimase Roman Sabou

6.0

Developer	Ving
Publisher	D3Publisher
Release date	(jp) October 14, 2004
Genre	Visual novel
Mode	1 Player

The game is set in "Wakanoshima", which closely resembles Japan in the Edo period.

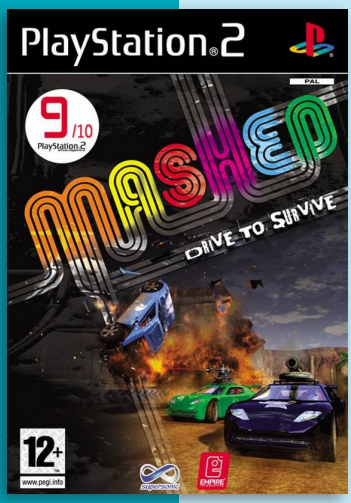
The protagonist is the 17 year old Tianhai Chitose who is living in "Saikyo", the capital city of Wonok Island. Chitose dreams of owning her own shop, and enter a tournament where the winner gets their own store.



J

Mashed: Drive to Survive

7.1



Developer	Supersonic Software
Publisher	Empire Interactive
Release date	(eu) June 18, 2004
Genre	Racing
Mode	1-4 Players

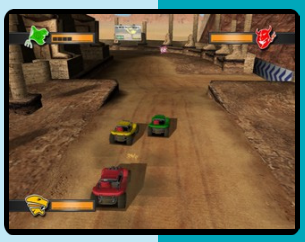
Mashed is a vehicular combat racing game and the direct sequel Wrecked: Revenge Revisited released in 2012.

The main mode of the single-player mode (besides the quick battle against the AI) are the bronze, silver and gold challenges for every track players need to complete to play free the next track. Each challenge is one of the seven (eight in multiplayer) game modes available in Mashed. From normal race-events over battles where players need to kill all the enemies.

The game has nine different power-ups and weapons scattered on the tracks which players can pick up, from oil slicks over mines to mortars.

While the game allows four-player multiplayer, the PlayStation 2 only natively supported two controllers. Since the game used so few buttons, the PlayStation 2 version uniquely allows two people to share a controller - one player would use the D-pad and the left stick, the other would use the colored buttons and the right stick. The game supports the PS2 multi tap for four players

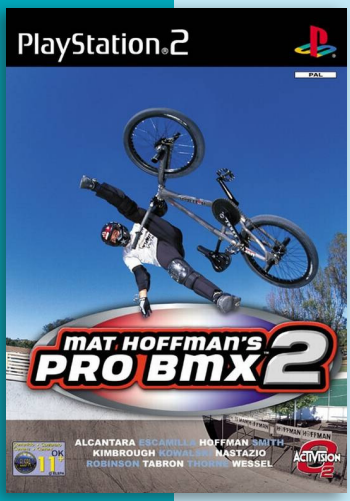
Mashed received positive reviews. Andy Young writing for VideoGamer.com gave it 8/10 saying *"A great multiplayer game. One of the best in recent memory."*

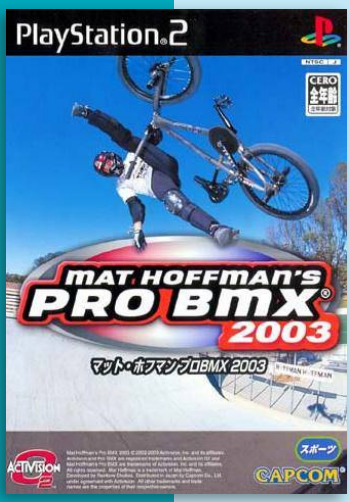


P

Mat Hoffman's Pro BMX 2

7.6





J N P

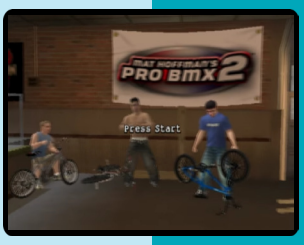
Developer	Rainbow Studios
Publisher	Activision, (jp) Capcom
Release date	(us) August 12, 2002
Genre	Sports
Mode	1-8 Players

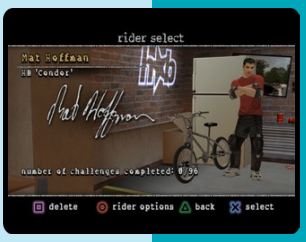
Mat Hoffman Pro BMX 2 is a BMX game endorsed by Mat Hoffman. The game, which serves as a sequel to Mat Hoffman's Pro BMX, was released for the PS2 and Xbox.

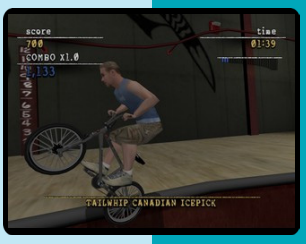
Like its predecessor, Mat Hoffman's Pro BMX 2 uses the basic game structure carried over from Activision's Tony Hawk's Pro Skater series of video games. The goal of the game is to successfully perform and combine different tricks on a BMX bike, with successful executions adding to the player's score. The point value of the trick is based on time maintained, degrees rotated, number of tricks performed in sequence, and the number of times the tricks have been used (the more often a trick is used, the less it's worth). Successful tricks also add to the player's special meter, which, once full, allows for the execution of "signature moves" which are worth more than normal tricks. Grinds, lip tricks, and manuals (wheelies) are included in the game to help the player link tricks together into combos. Bails (falling off the bike due to poor landing) cause for no points to be awarded for the attempted trick or combo, and resets the special bar to empty.

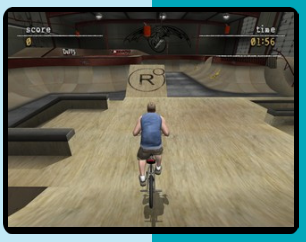
Enhancements over the previous installment include improved graphics, new tricks (including flatland tricks and a "trick tweaking system," similar to the trick modifier featured in Dave Mirra Freestyle BMX), a balance meter for grind and lip tricks, more riders, a longer career mode, a larger soundtrack, and larger, more interactive environments.

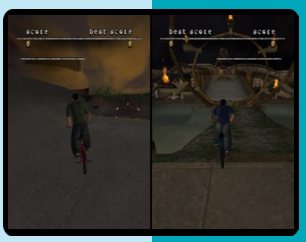
The player can choose from eleven different professional BMX riders: Mat Hoffman, Ruben Alcantara, Mike Escamilla, Seth Kimbrough, Joe "Butcher" Kowalski, Cory Nastazio, Donny Robinson, Simon Tabron, Rick Thorne, Nate Wessel, and Day Smith. Each rider has their own unique stats, bikes, and trick sets. Eight levels are included in the game, set in and around various cities across the United States. The Xbox version features a total of twelve professional BMX riders and nine levels: rider Chad Kagy and the London level are exclusive to this release.

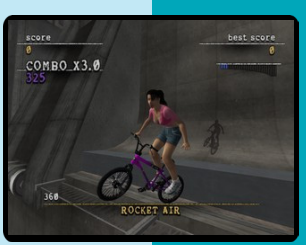






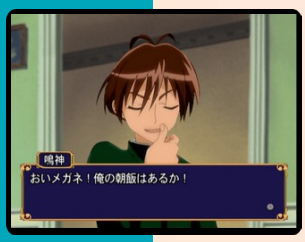






6.4

Matantei Loki Ragnarok Mayoukaku



Developer	Taito
Publisher	Taito
Release date	(jp) December 22, 2005
Genre	Visual novel
Mode	1 Player

The game is based on the The Mythical Detective Loki Ragnarok manga by Sakura Kinoshita. In the game, the mischievous and trouble making Loki is banished from Asgard to Middle Earth where he incarnates as a little brown-haired, green-eyed child. The condition for his return to the company of the Aesir is the capture of evil spirits on Midgard. To this end, Loki establishes the Enjaku Detective Agency which takes on supernatural assignments that have a greater likelihood of encountering discarnate spirits.

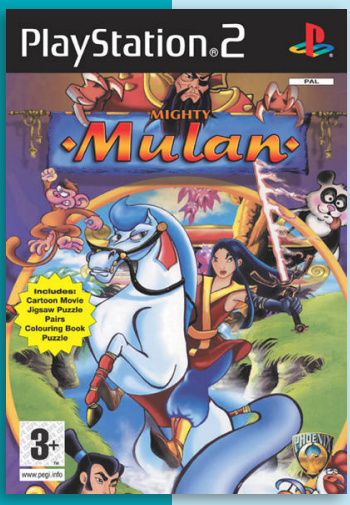
Teamed with a pink-haired girl named Mayura Daidouji and his son Ryuusuke Yamino (aka The Midgard Serpent), the Enjaku Detective Agency is retained for a new scenario that was written especially for the PS2 game. Loki's other children, Fenrir and Hel, accompany their father in the respective forms of a black dog and a little girl. The god of thunder, Thor, provides comic relief in the form of a lad named Narugami who has forgotten the way back to Asgard.

As the story goes, paintings by a famous artist are disappearing and the Enjaku Detective Agency is retained to sniff out the culprit.

"psxdatacenter.com"

J

Mighty Mulan



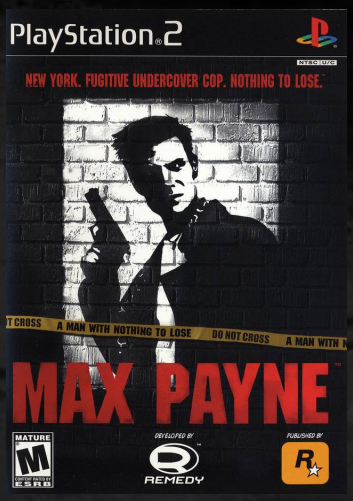
Developer	The Code Monkeys
Publisher	Phoenix Games
Release date	(eu) 2006
Genre	Mini-games
Mode	1 Player

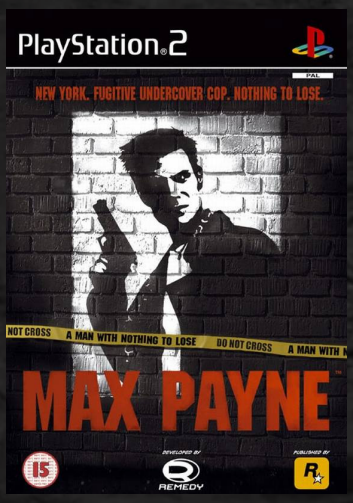
This title is a port of the PlayStation game, Legend of Mulan. The game follow the usual Phoenix Games formula with a Dingo cartoon and the standard mini-games, like matching cards, jigsaw and a colouring book.

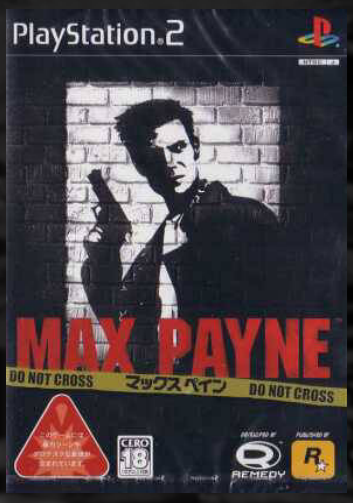
The cartoon revolves around Mulan, a young girl from a family of famous warriors. As a large scale war rages in China, Mulan chooses to join Khan and his troops instead of her father.

P

8.0







JNP

Max Payne

Developer	Rockstar Toronto
Publisher	Rockstar Games, (jp) Electronic Arts
Release date	(us) December 6, 2001
Genre	Third-person shooter
Mode	1 Player

Max Payne is a third-person shooter released in July 2001 for Windows. Ports where created later in the year for the PS2, Xbox and the GBA. There were plans for a Dreamcast version of Max Payne, but they were canceled due to the discontinuation of the console.

The game centers on NYPD Detective Max Payne, who attempts to avenge the murder of his family. It features a gritty neo-noir style and uses graphic novel panels (with voice-overs) in place of animated cutscenes to narrate the game, as it draws inspiration from hard-boiled detective novels by authors like Mickey Spillane. The game contains many allusions to Norse mythology, particularly the myth of Ragnarök, and several of the names used in the game are those of the Norse gods and mythos. The gameplay is heavily influenced by the Hong Kong action cinema genre, particularly the work of director John Woo, and it was one of the first games to feature the bullet time effect popularized by The Matrix.

The player assumes the role of its titular character, Max Payne. Almost all the gameplay involves bullet time-based gun-fights. Levels are generally straightforward, occasionally incorporating platforming and puzzle-solving elements. The game's storyline is advanced by the player following Max's internal monologue as the character determines what his next steps should be. Several of the game's levels involve Payne's surrealistic nightmares and drug-related hallucinations.

Initially, the player's weapon is a semi-automatic pistol. As the game progresses, other weapons become accessible, including melee and hand-thrown weapons. Some weapons can be dual wielded. Max regains health by taking painkillers, which can be found throughout the levels. The game's AI is dependent on pre-scripted commands: most of the behavior exhibited by enemies (such as taking cover, retreating from the player, or throwing grenades) is pre-scripted.

The gameplay of Max Payne revolves around bullet time, a form of slow motion — when triggered, the passage of time is slowed down to such extent that the movements of bullets can be seen by the naked eye and enables Max to perform special moves. Although Payne's movement is also slowed, the player is still able to position the aiming reticle and react in real time, providing an advantage over enemies. Occasionally, when the last character of an enemy group is killed, the viewpoint switches to a third-person view circling a falling body. Likewise, the camera may follow the path of a bullet fired from a sniper rifle.

The "Dead on Arrival" game mode limits the player to only seven saves per chapter, and the "New York Minute" mode forces the player to complete each chapter within the allotted time, which is replenished by killing enemies. Upon completing the game on "Dead on Arrival", the player unlocks "The Last Challenge" ("End Combat" or "Final Battle" in the different versions), featuring a fight in perpetual bullet time against the "Killer Suit" hitmen.

Remedy Entertainment developed an idea of a "third-person action game" in late 1996, after completing Death Rally (their first game), inspired first by Loaded and then by the success of Tomb Raider (although determined to avoid its *"horrid camera system"*). According to the game's story and script writer Sam Lake, for him *"the starting point was this archetype of the private eye, the hard-boiled cop"* that would be used in a game with a *"deeper, more psychological"* story. A game prototype and design document of the project, with the working titles Dark Justice and Max Heat (a wordplay on this is a TV show called Dick Justice and a porn film Max Heat, both featured in Max Payne 2), were soon created and shown to 3D Realms, who signed a development deal and production began. In 1999 the designers traveled from Finland to New York to research the city, accompanied by two ex-NYPD bodyguards, to get ideas for environments and take thousands of photographs for mapping.

For cutscenes, the developers found comic panels (with voice-overs) to be more effective and less costly to use than fully animated cinematics, noting that comic panels forced the player to interpret each panel for themselves and *"the nuances are there in the head of the reader [...] it would be much harder to reach that level with in-game or even pre-rendered cinematics."* They also found it easier to reorganize the comic panels if the plot needed to be changed while developing the game. The in-game engine is used for some cutscenes involving action sequences. The music for the game was composed by Kärtsy Hatakka.

Remedy used their own game engine, which they dubbed MaxFX (or MAX-FX, in development since early 1997). The only games that used this engine were Max Payne and its sequel, while a MaxFX level editor was also included in the release. MAX-FX was licensed to Futuremark, who used it for their 3DMark benchmark series with the last one being 3DMark2001 Second Edition.

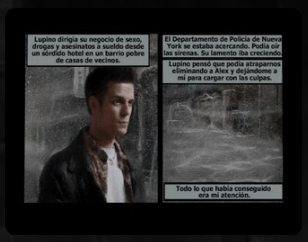
In its debut month, sales of Max Payne reached roughly 82,000 copies. In the United States, May Payne's computer and PlayStation 2 versions respectively sold 430,000 copies ($2.6 million in revenue) and 1.6 million copies ($56 million in revenue) by 2006. According to Edge and Next Generation, this made Max Payne the country's 33rd highest-selling computer game released between 2000

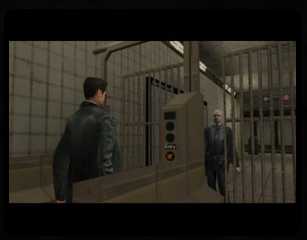
and 2006, and the 26th highest-selling game launched for the PlayStation 2, Xbox or GameCube between those dates. The game ulimately totaled four million sales.

Max Payne was released to very positive reviews. AllGame praised the game's atmosphere, level and sound design while noting that the *"story is, at times, predictable and full of clichés"* and that *"Unlike Half-Life, where the action is integrated perfectly with its simplistic, yet appropriate story, Max Payne frequently yanks you out of the game and forces you to look at a badly-drawn in-game "graphic novel" and listen to mediocre dialogue."* The review also noted a lack of replay value or multiplayer modes.

The game won many annual awards for the year 2001. The staff of IGN wrote: *"This game garnered so many votes from the readers that we almost decided to create a new Best Max Payne Game of 2001 category."* The site also called it the 96th best PlayStation 2 game. They claimed that gamers thought of Max Payne instead of The Matrix when they thought of bullet time. PC Gamer US presented Max Payne with its 2001 "Best Action Game" and "Best Graphics" awards, and the editors summarized the game as "spine-chilling, exhilarating, and surreal".

Common criticism usually centered on Max Payne's lack of replay value, as there is no multiplayer mode, and the linear story mode due to the level design and pre-scripted enemy behavior that provides 10–15 hours of gameplay. While the graphics were generally praised for high-resolution textures, the character models lacked animated facial expressions (IGN criticized the titular character's *"grimace on his face that makes him look constipated"*).





The PlayStation 2 version suffered from reduced detail and occasional slowdowns, as the game stressed the limits of the console's power. In addition, the levels were broken up into smaller parts so it would not tax the PlayStation 2's 32 MB of RAM, which according to IGN caused *"heavy disruption to the flow and tension of the story"*. Otherwise it was a faithful port that retained all of the content from the PC original. GameSpot awarded it an 8.0/10.0, compared to the 9.2 ratings awarded to the PC and Xbox versions), saying *"If you can't play this intense, original action game on any platform except the PS2, then that's where you should play it--but only by default"*.

An early version of Max Payne was also a runner-up for the Best of Show award at the E3 in 1998. The finished game received several Game of the Month-type awards in various video game outlets (and a Seal of Excellence at Adrenaline Vault), and was included in the 2005 list of 50 best games of all time, as well as in the 2011 list of 100 top PC games of all time. In 2007, bit-tech included the game and its sequel on the list of the top five most moddable games. It received two awards from Eurogamer, Best Game Cinematography Award and Best Game Character Award of 2001.

Max Payne 2: The Fall of Max Payne

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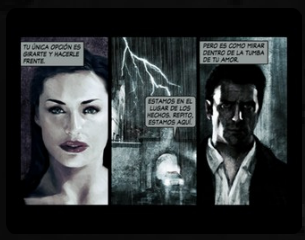


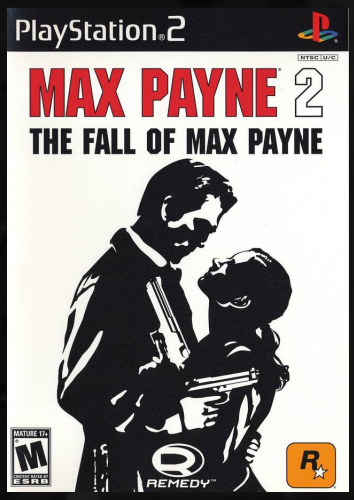
Developer	Rockstar Vienna
Publisher	Rockstar Games
Release date	(us) December 2, 2003
Genre	Third-person shooter
Mode	1 Player

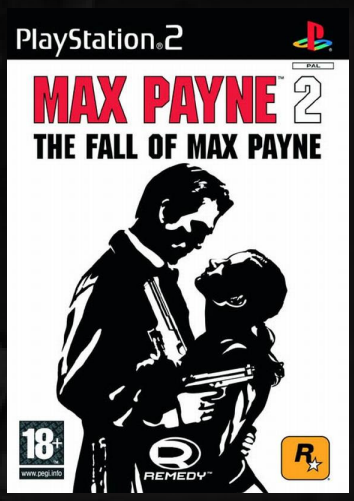
Max Payne 2: The Fall of Max Payne is a sequel to Max Payne. In Max Payne 2, the player controls Max Payne, a detective for the NYPD. Reinstated after the events of the previous game, he reunites with Mona Sax, they set out to resolve a conspiracy of death and betrayal.

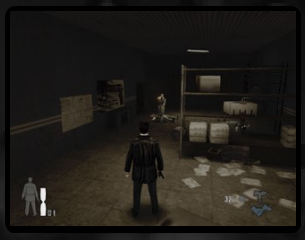
Max Payne 2 is a third-person shooter, in which the player assumes the role of Max Payne, and plays as Mona Sax in a few levels. Initially, the player's weapon is a 9mm pistol. As they progress, players access weapons including other handguns, shotguns, submachine guns, assault rifles, sniper rifles, and hand-thrown weapons. To move the game along, the player is told what the next objective is through Max's internal monologue, in which Max iterates what his next steps should be.

When first played, the game offers one difficulty level that is adjusted automatically if the game is too difficult for the player. For example, if the player's character dies too many times, the enemies' artificial intelligence is made less effective, while more health in the form of painkillers is made available. After completing the game once, other difficulty levels are unlocked. Two special game modes are also activated: New York Minute and Dead Man Walking. In New York Minute, the player is given a score based on the time taken to complete each level. The Dead Man Walking mode places Max in one of five scenarios, in which he must survive for as long as possible while fighting off endlessly respawning enemies.

Max Payne 2 allows the player to enable bullet time, a mode that slows time, while still allowing the player to aim in real-time, to give the player more time to determine what they want to do. In this mode, the screen's color changes to a sepia tone to act as a visual cue. When in use, the bullet time meter will decrease until it is either empty or the player disables bullet time mode. The meter will eventually increase when not in use, but can be replenished quickly by killing enemies. To simulate the bullet time effect, Max can also execute a shoot-dodge maneuver. When the maneuver is performed, Max jumps in a direction



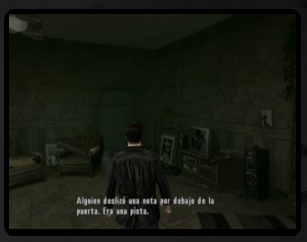




specified by the player, and although bullet time is activated while Max is in mid-air, this will not deplete the bullet time meter. The combat system has been improved for Max Payne 2; the player can arm Max with a secondary weapon such as a grenade or Molotov cocktail, and when near an enemy, Max can pistol whip them. AI companions can occasionally come to Max's aid, although their deaths do not affect the gameplay or story.

Take-Two Interactive issued a press release on 5 December 2001 that announced its acquisition of the Max Payne franchise from Remedy Entertainment and Apogee Software for $10 million in cash and 970,000 shares of common stock, and its plans to release Max Payne 2. On 22 May 2002, Take-Two announced that they agreed to pay up to $8 million as incentive payments to Apogee Software and Remedy Entertainment to develop Max Payne 2.

Originally modeled in Max Payne after the game's writer Sam Lake, Max's appearance was remodeled after professional actor Timothy Gibbs for Max Payne 2; James McCaffrey returned as the voice of Max. The game's plot was written by Lake, who decided to write it as a film noir love story, as he felt that it suited Max's persona the best. Lake hoped that the story would break new ground, noting, *"At least it's a step into the right direction. I'd like nothing better than to see new and unexpected subject matters to find their way to games and stories told in games."* Lake remarked that basic, archetypal film noir elements found in many classics of the genre *"can go a long way"* when telling a story, and gave examples that included a hostile, crime-ridden city; a story that takes place late at night with heavy rain; and a cynical, hard-boiled detective down on his luck. Lake considered writing a sequel to Max Payne an *"art of its own"*. Since the



setting and characters were already established, Lake decided that the primary goal of the sequel was *"to keep what's good and fix what was not so good"*, and to take the story in surprising directions. The screenplay for the sequel ended up being three times longer than the one for Max Payne. Lake predicted that the more complex story would add to the game's replay value.

The story, sometimes told through in-game dialogue, is pushed forward with comic panels that play during cut scenes. The developers found comic panels to be more effective and less costly to use in the cut scenes than fully animated cinematics. They also noted that comic panels forced the player to interpret each panel for themselves, and *"the nuances are there in the head of the reader [...] it would be much harder to reach that level with in-game or even prerendered cinematics."* The developers also found it easier to reorganize the comic panels if the plot needed to be changed while developing the game.

Max Payne 2 uses the same game engine as the one used in Max Payne, but with several significant upgrades. Even though the game only supports DirectX 8.1, the graphics in Max Payne 2 mimic those generated by DirectX 9 by making optimal use of effects such as reflection, refraction, shaders, and ghosting. The developers considered one particular scene in which effects are used well: When Max has lucid dreams, the screen appears fuzzy and out of focus. Since Max Payne, the polygon count (the number of polygons rendered per frame) has been increased, which smooths out the edges of character models. In addition, characters have a much greater range of expressions. Previously, Max had only one expression available; in Max Payne 2, he often smirks and moves his eyebrows to react to different scenarios.

The game uses the Havok physics engine, which the developers chose because it was *"hands-down the best solution to our needs"*. They found that a dedicated physics engine was vital to create Max's combat scenes, which Max Payne was known for, *"with increased realism and dramatic, movielike action"*. The physics engine made several situations seem more realistic. For example, when in combat, the player can take cover behind boxes; however, when enemy bullets impact the boxes, they will topple over, in which case the player will have to find another suitable object to use for cover. When an enemy is hidden behind a wall divider, the player can throw a grenade next to it to send the cover flying through the air, rendering the enemy unprotected. The Havok engine was tweaked to make weapons, bombs, and Molotov cocktails act more naturally, and the audio was updated to make them sound more realistic. The new physics engine allowed for certain actions that could not happen in Max Payne; boxes can be moved and follow the laws of gravitation, and explosion detonations make enemy bodies fall realistically.

The bullet time mode that Max Payne was known for was improved; the developers referred to it as *"version 2.0"*. The mode, which allows Max to move in slow motion to react and kill enemies more easily, was enhanced to give Max a refill of a portion of the Bullet Time gauge, as well as slowing down the passage time even further, as Max moves further *"into the zone"* with each consecutive kill. This was done to encourage players to aggressively dive head-on into dangerous situations rather than crouching at a safe distance and waiting for enemies to come to them. A new reload animation was also introduced, which, when Max reloads while in Bullet Time, allows him to duck to avoid bullets, spin around to survey the combat situation, and briefly pause to give the player a moment to think of a strategy. Development tools were made available for Max Payne 2 by Rockstar Games and Remedy Entertainment to allow players to create modifications for the game. Modifications can perform several functions, such as the ability to add new weapons, skills, perspectives, surroundings, and characters.

Music composers Kärtsy Hatakka and Kimmo Kajasto returned to compose the game's soundtrack. It features cello performances by Apocalyptica member Perttu Kivilaakso. The game's end credits feature the song "Late Goodbye" by the band Poets of the Fall, the lyrics of which were based on a poem by Sam Lake. It was their first single and reached #14 on the Finnish Singles Chart as well as #1 on Radio Suomipop's Top 30 chart. It is referenced many times in the game, usually by characters singing or humming it.

Max Payne 2 was critically acclaimed. Praise focused on its action and story, while criticism targeted its length, which was considered short. Steve Polak of the Australian The Daily Telegraph, who enjoyed the first Max Payne game, also praised Max Payne 2, calling it an *"outstanding"* game that *"keeps alive the sense of atmosphere and engaging gunplay-oriented action that was so exciting in the first release."* He lauded the game for better production values compared to the first game, including its more polished story, more professional scripts, and better acting and graphics. The complexity of Max's character was a welcomed element by Polak, who found that games often created heroes that were simplistic. The Sydney Morning Herald's Dan Toose described the game's experience as *"brutal, yet beautiful gun-blazing gaming"*.

Jon Minifie of The New Zealand Herald appreciated the game's story, calling it an *"entertainingly dark third-person shooter with a well-crafted, noir storyline"*. In particular, Minifie praised Remedy for what he deemed a successful port of the game to consoles, especially for the Xbox, noticing that the version features visuals that look similar to those on the PC. However, he found that the PlayStation 2 port was only *"an okay job"* that resulted in quality that was *"considerably less easy on the eye"*, and asserted that it is outperformed by more powerful platforms. The Sunday Times's Steven Poole observed that Max Payne 2 does *"exactly the same [things as the first game], only better."* He found that enemies react convincingly to damage taken from bullets, thanks to the physics engine. Ultimately, however, Poole described the game as *"entertaining but not earth-shattering"*.

The Toronto Sun's Steve Tilley, who believed that Remedy did a *"killer job"* on Max Payne 2, felt that the company kept what was great about the previous game, *"while everything else has been tweaked, overhauled and*

juiced up". He was a fan of the Bullet Time from the first game, and therefore appreciated seeing it return in the sequel, with *"even more impressive"* visuals. Tilley found that the game's *"lifelike physics engine"* was easily its best aspect, and noted that while playing the game, he threw a grenade across a room, which resulted in an explosion that sent enemies flying through the air in a realistic fashion. In addition, Tilley applauded Remedy for listening to fan complaints and resolving issues from the previous game, including improved dream sequences in Max Payne 2. He was, however, disappointed with the general linearity of the game, and noted that players who are not interested in film noir themes will not enjoy them in Max Payne 2. Concluding, Tilley commented that the game *"has enough polish, cinematic flair and outright mayhem to thrill those who like their Sopranos with a dash of John Woo and a touch of Frank Miller."*

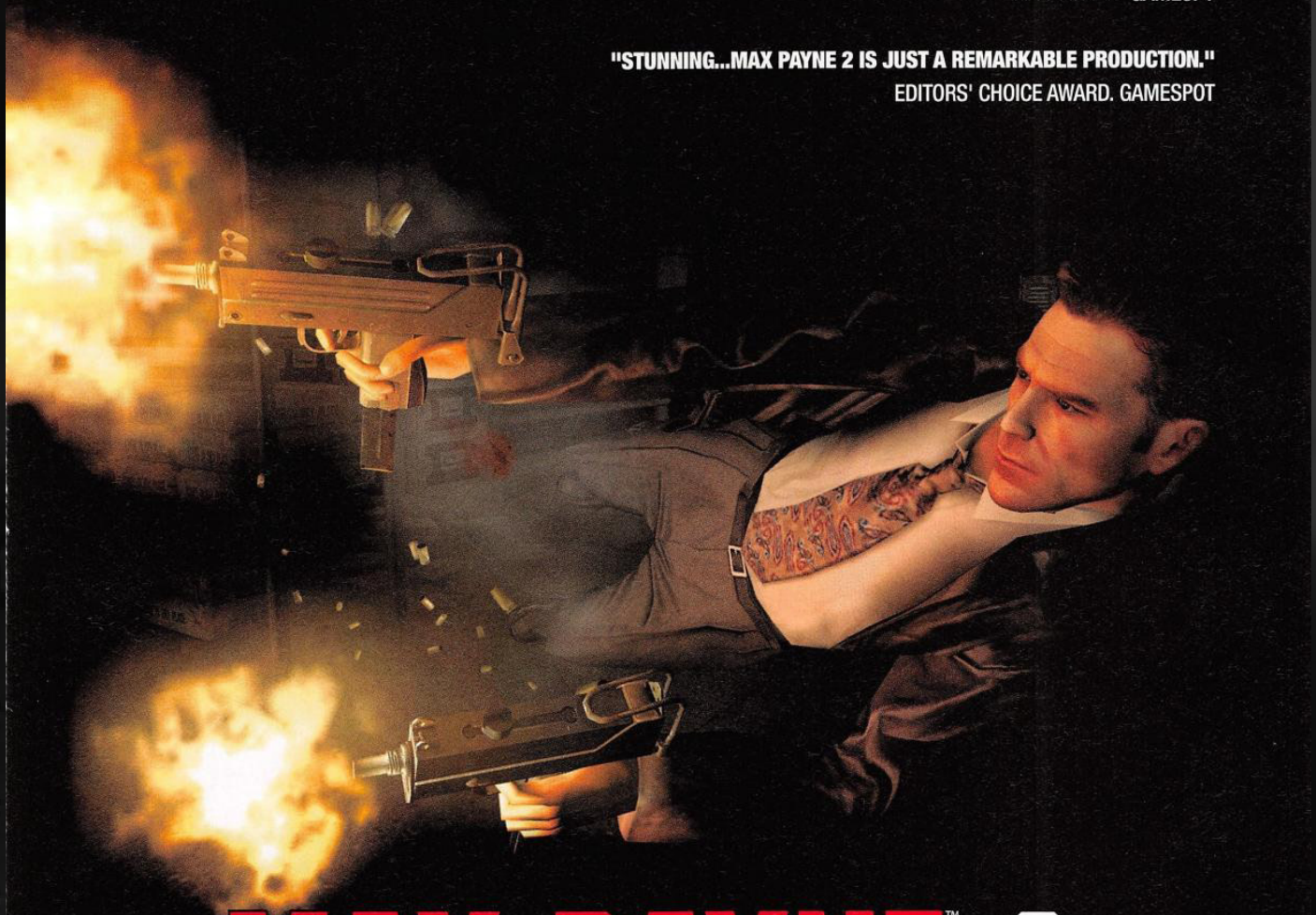
The game's action was praised by several reviewers. GameZone called it cinematic and action-packed, noting that the final scene was worthy of the big screen. Similarly, GameSpy described the action as *"adrenaline-pumping"*, and considered it comparable to what was available in film. The story was both applauded and criticized. Tom McNamara of IGN enjoyed playing in the film noir setting and believed that it adds dramatic depth to Max and Mona's story, *"somehow [making] what's going on more important and interesting. Wreaking havoc is nice, but it's great to also have a love interest complicating things, and Mona Sax is definitely up to the task."* However, he was turned off by some of the *"hammy"* dialogue. In contrast, 1UP.com cited the final boss as an ending that inadequately completed an otherwise excellent game, and the Sunday Times' Poole called the story *"pungently cheesy"*. Max Payne 2's length disappointed critics, including GameSpot and IGN, which complained about the short story. Toose of the Sydney Morning Herald was also critical of the short single-player experience, but found that the higher difficulty levels and special "survivor" modes helped improve the game's replay value.

Despite a positive reception, Max Payne 2 sold poorly, leading Rockstar Games' parent company Take-Two Interactive to cite the *"continued disappointing sales of Max Payne 2: The Fall of Max Payne"* as one of the causes for the company's reforecasted sales for 2004.

"BRILLIANT IN EVERY WAY."
ATOMIC

"AS ADRENALINE-PUMPING AS ANYTHING YOU'D SEE ON THE SILVER SCREEN."
★★★★★ GAMESPY

"STUNNING...MAX PAYNE 2 IS JUST A REMARKABLE PRODUCTION."
EDITORS' CHOICE AWARD. GAMESPOT



MAX PAYNE™ 2

THE FALL OF MAX PAYNE

A FILM NOIR LOVE STORY

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MAX PAYNE 2

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Maximo: Ghosts to Glory

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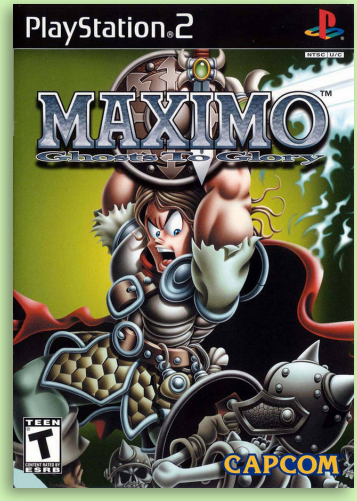
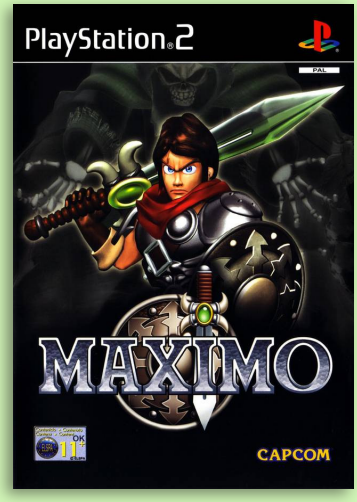
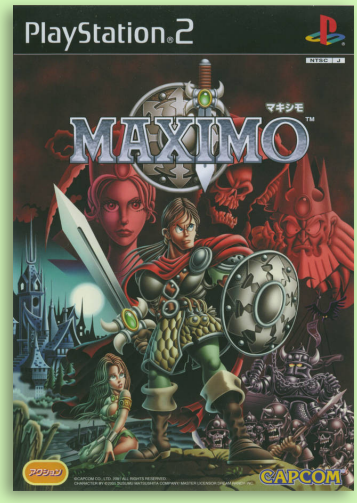






J N P

Developer	Capcom Production Studio 8
Publisher	Capcom
Release date	(jp) December 27, 2001
Genre	Action-platformer
Mode	1 Player

Maximo: Ghosts to Glory, known in Japan, Korea, and Europe as Maximo, is a 3D hack and slash platformer developed by Capcom for the PlayStation 2. The game is based on the Ghosts 'n Goblins universe and features original character designs by Japanese illustrator Susumu Matsushita.

Players control the fate of the gallant Maximo, who returns home to find his kingdom in shambles. His once-trusted advisor, Achille, has wrought evil on the land. Not only is the countryside filled with hordes of the roaming undead, but the four wise sorceresses have been imprisoned at the four corners of the kingdom, and his girlfriend, Princess Sophia, has been forced to marry Achille.

Maximo takes place in a dynamic, fully 3D world. The character is controlled by the player and can move freely within areas by running, jumping, crouching, and performing other various motions. Gameplay revolves around defeating large numbers of enemies, which can be accomplished by attacking with a sword and shield, and combos and special moves. Like in the Ghosts series, Maximo fights wearing armor. If he is hit, he will lose corresponding pieces of armor and eventually be reduced to wearing his boxer shorts, with another hit resulting in him losing a life. If Maximo loses all his lives, he can continue by giving Death Coins to the Grim Reaper. However, every time he loses all his lives, the required cost for a continue increases. The game features more references to Ghosts gameplay elements, such as the ability to crush graves and the hero being attacked by spells turning into animals.

The game is split in five major worlds: The Boneyard, The Great Dank, Graveyard of Ships, Realm of Spirit and Castle Maximo. Each world has four stages to beat and a boss battle. In a given world, it's mandatory for the player to enter into the first stage, and then he may move on to a portal stage with entrances for other stages in that world. Those portal stages offers options to save, travel to other worlds and buy health and food. Some enemies also appear in portal stages. After defeating each boss, the player can choose

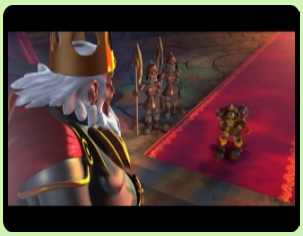
to either receive a health bonus, or receive a kiss from a rescued sorceress, with a special reward granted for getting kisses from all four sorceresses.

Maximo is an attempt to merge the Ghosts 'n Goblins universe with illustrator Susumu Matsushita manga artwork. The title was originally planned for Nintendo 64 but was delayed for several years and transferred for Dreamcast and later PlayStation 2.

The concept was created by Capcom Digital Studio head David Siller (creator of Crash Bandicoot and Aero the Acro-Bat) who wanted to bring back "old school" game play. The artistic team placed special emphasis on the design and rendering of the characters, as well as putting a great deal of work into the environmental effects. Siller also drew the level designs on paper in pencil and pen. The game's music, which varies from stage to stage, includes orchestrated remixes of the tracks found in Ghouls 'n Ghosts and Ghosts 'n Goblins composed by Tommy Tallarico.

The game received "favorable" reviews according to Metacritic. In Japan, Famitsu gave it a score of 31 out of 40.

The game achieved PlayStation 2 Greatest Hits status in the United States, selling more than 400,000 units in North America. IGN ranked it at #6 on the list of the Top 10 Most Challenging PS2 Games of All Time.



Maximo vs. Army of Zin

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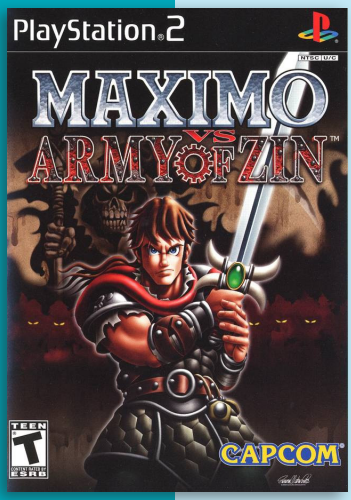


JNP

Developer	Capcom
Publisher	Capcom
Release date	(jp) September 18, 2003
Genre	Action-platformer
Mode	1 Player

Maximo vs. Army of Zin is a sequel to Maximo: Ghosts to Glory and is part of the Ghosts 'n Goblins franchise.

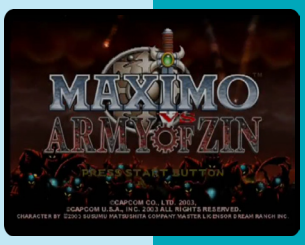
The story of the game follows on from Maximo: Ghosts to Glory, with Maximo still searching for his lost love, Sophia. He is again accompanied by Grim (a Grim Reaper). However, their search is interrupted as a series of mechanical creatures start to attack villages and slaughter the village folk. These creatures are the Army of Zin, an ancient army powered by lost souls, who were supposedly locked in the vault of Castle Hawkmoor after the last battle with them 500 years ago. However, they are now free, due to the actions of the mysterious warlord, Lord Bane.

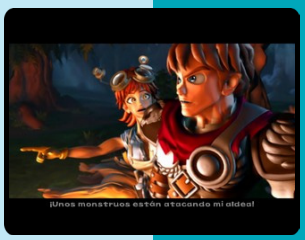
Maximo's gameplay is characterized by hack and slash combat and platforming, as well as an armour system where damage is reflected by loss of armour. Maximo begins the game with two levels of armour (full armour sans helmet), and can upgrade to three and four (with helmet and golden armour, respectively). Level one has Maximo reduced to boxer shorts.

Another element of gameplay is the Grim transformation, allowing the player to turn into a Grim Reaper for short periods of time, with the souls gathered from the Army of Zin, and it grants the ability to use the "Death Boner" attack when the triangle button is pressed. Grim is invulnerable, powerful, and a touch faster than Maximo. However, the time spent in this form is limited but can be extended through upgrades.

Maximo also receives bonuses from villagers that he saves from enemies in the game, and these rewards are anything from new armour to a word of advice.

The game received "favorable" reviews according to Metacritic. The Times gave it a score of four stars out of five, saying that it "*has pace, style and replayability; and if it is not quite as inventive as Ratchet & Clank, what is?*" Maxim gave it eight out of ten, saying, *"It ain't groundbreaking, but who cares? Drop trou and have some fun!"*





MaxPlay Classic Games Volume 1

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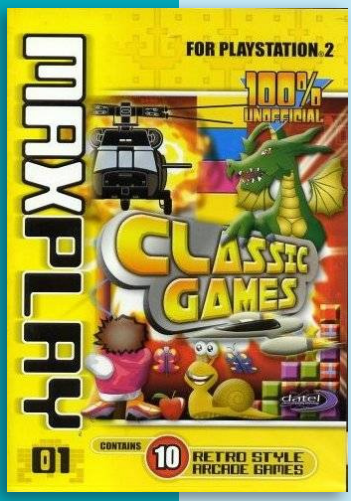


Developer	Datel
Publisher	Datel
Release date	(eu) March 15, 2004
Genre	Compilation
Mode	1 Player

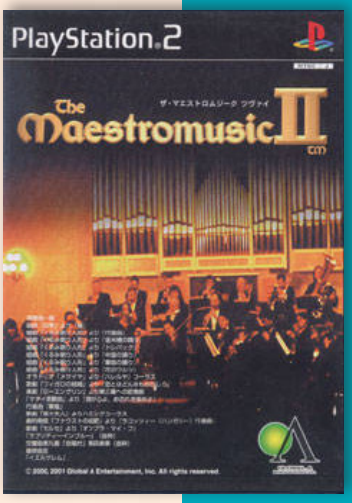
MaxPlay Classic Games Volume 1 is a compilation of video games developed by CodeJunkies and published by parent company Datel for the GameCube and PlayStation 2. The title was distributed by Ardistel in Europe; it was included as a gift with the purchase of Datel's "Max Memory" memory card for the PlayStation 2.

It is the only unlicensed game for the GameCube and one of only a handful for the PlayStation 2. The collection features ten games, all unofficial remakes of classic games.

The Maestromusic II

7.7

Developer	Global A
Publisher	Global A
Release date	(jp) August 2, 2001
Genre	Music
Mode	1 Player



The Maestromusic II is a PlayStation 2 sequel to the original PlayStation orchestra-conducting simulation. Maestromusic eschews SCE's Shake It Bravoes' cartoonish presentation for a more serious style and a soundtrack of purely classical music. Beyond that, it doesn't accomodating the Dual Shock, instead employing a special baton controller for realistic conducting action.

The PlayStation 2 sequel includes more music, higher sound fidelity, and detailed 2D and 3D FMV backgrounds for every song. The game system is similar, but features more precise directions to eliminate confusion and clearly indicate which baton motions are required at any given time. The songs players must direct are of course classics from many periods.

The game came in two versions: one includes only the game disk, while bundle edition includes the baton controller required to play the game. The more inexpensive edition is for players who already have a baton after purchasing the PlayStation version.

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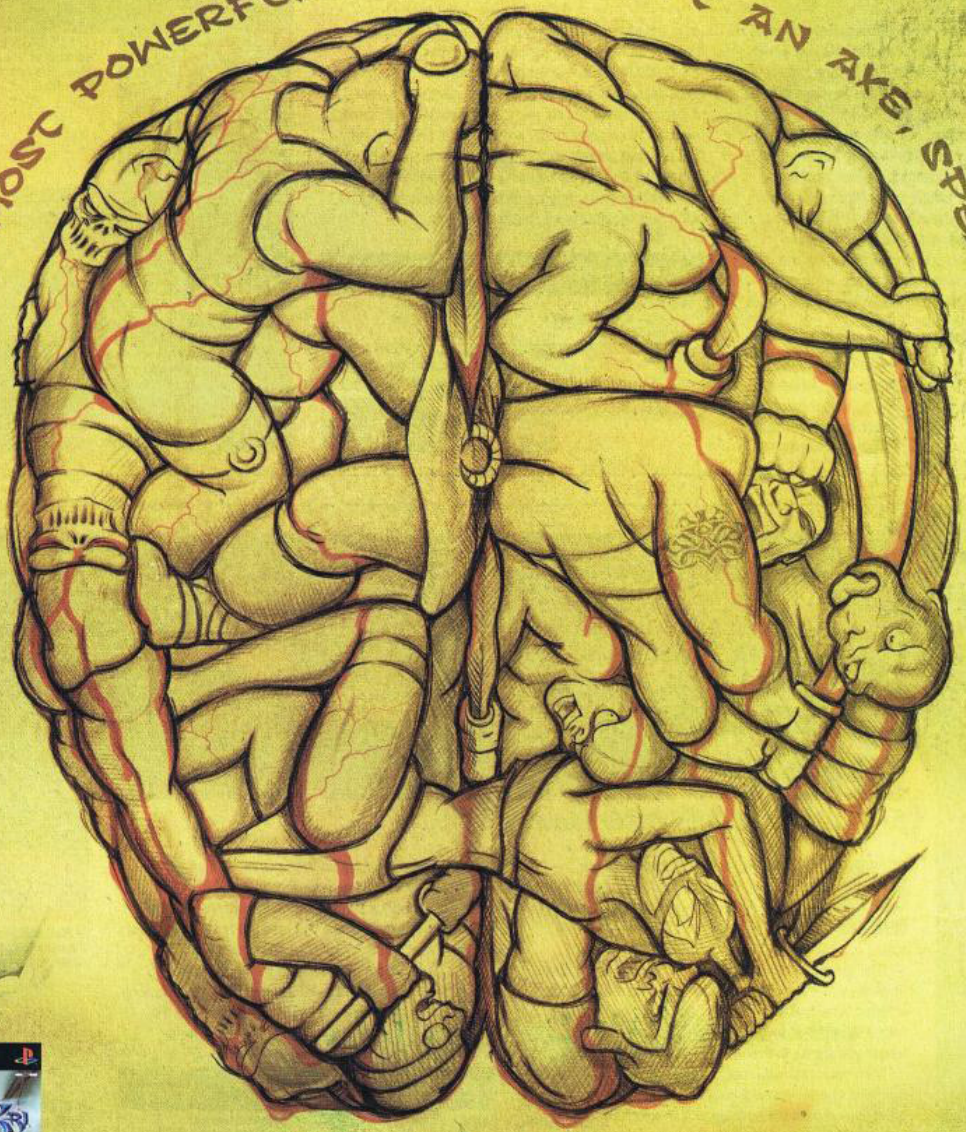

www.au.playstation.com/kri

PlayStation.2

THE FEROCIOUS PLACE THE STEALTH PLACE THE THIRD PLACE

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The Mark of Kri

8.0

Developer	SCEA
Publisher	SCEA, (eu) SCEE, (jp) Capcom
Release date	(us) July 29, 2002
Genre	Beat-'em-up
Mode	1 Player

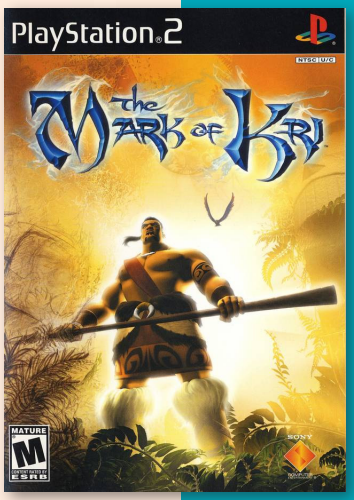
In this action adventure, players control Rau, a warrior hero. Accompanying him is his sacred bird, Kuzo, who helps him by activating items, scouting ahead, and reading ancient scripts. This is a beat 'em up game with several twists. There is a unique targeting system that helps players decide which enemy to attack by pressing the corresponding buttons. Bash the enemies with the game's combo system. Rau has several weapons to choose from like his sword, Taiaha, axe, and a bow. Rau can also work stealthly, taking out his enemies in single strikes.

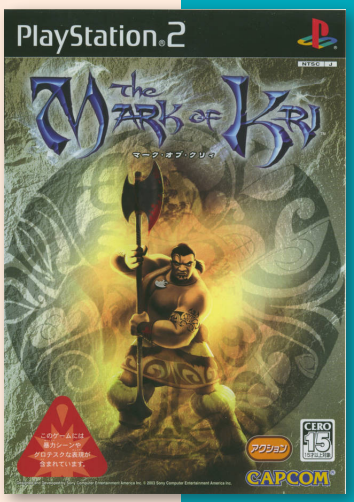
With an art team consisting mostly of former 2D animators, The Mark of Kri offered a juxtaposition of cartoonish character designs and graphic violence while employing a unique visual style influenced by various Polynesian cultures and art, as well as the game's plot taking place in a Polynesian-influenced fantasy setting, and Maori mythology.

The game also featured elements of adaptive music, with techniques developed specifically for the game, and *"incredibly tight synchronization [with] on-screen state changes."*

The Mark of Kri received favorable reviews upon release. The game was given a score of 8.5 out of 10 and awarded Game of the Month in the August 2002 issue of Electronic Gaming Monthly. Entertainment Weekly gave the game an A and called it *"the most surprising, and visionary, action-adventure game of the summer."* Maxim gave it a score of 8 out of 10 and stated that *"As an engrossing adventure, Kri doesn't cut very deep, but where quick, visceral payoffs are concerned, it goes straight for the jugular."* However, The Cincinnati Enquirer gave it a score of three-and-a-half stars out of five and said the game was *"a little on the short side (about 10 hours to complete or so) but does prove to be a fun fantasy romp for those who prefer action, stealth and attractive visuals."*

The Mark of Kri aroused some controversy in New Zealand, where some regarded Sony as having made culturally insensitive use of elements of Māori culture in the design of the game.





J N P

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PC DVD-ROM SOFTWARE

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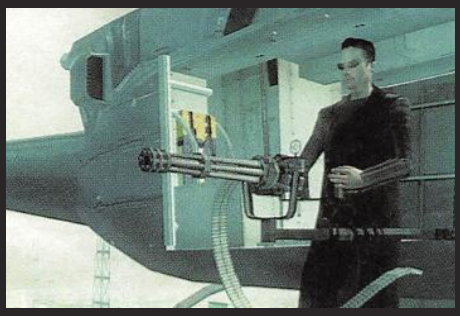
TAKE THE RED PILL

by: PSW (AU) #31

Atari swallows hard and coughs up *The Matrix: Path of Neo*.



With the collective cries of "Why the hell can't you play as Neo?" and "Who the fk is Ghost?" still ringing loud in Atari's ears after the underwhelming *Enter The Matrix* game, the game company with the licence to print *Matrix*-flavoured money is at it again with *Path of Neo*. Crucially, this time you'll get to play as Keanu.**

"We did some focus-testing with kids on the original game", says Dave Perry of Shiny Entertainment, developer of *Enter The Matrix*. "They all wanted to play as Neo and kick ass but couldn't. *Path of Neo* aims to put this right.

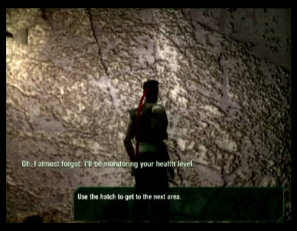
Starting off as bedroom hacker Thomas Anderson, *Path of Neo* follows Keanu from his humble beginnings to his dramatic rebirth as Neo, all-powerful cyber space god. The plot covers the entire movie trilogy but focuses most intensely on the first film, kicking off with a recreation of an early scene in the first movie in which Anderson sneaks around the office to avoid detection by the agents.

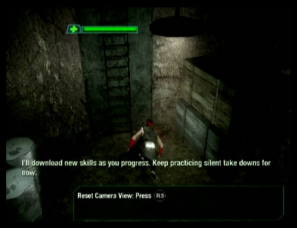
Other famous scenes set to feature in the game include the legendary dojo scene, in which Neo and Morpheus scrap it out with an awesome array of gravity-defying kung fu moves and the spectacular subway shoot-out/punch-up with Agent Smith. Once you've got to grips with slowing down time and cracking skulls, Neo eventually learns how to fly, leading to some stunning aerial battles.

Characters such as Trinity and Morpehus will also be involved in battles and it's possible to use them to your advantage. While Trinity distracts the guards with her slinky PVC outfir in the lobby shoot-out scene, Neo can sneak up and steal a shotgun before shooting the guard dead. All of which adds up to something approaching the *Matrix* game we always wanted.

The Matrix: Path of Neo

6.9





Developer Shiny Entertainment
Publisher Atari
Release date (us) November 7, 2005
Genre Action-adventure
Mode 1 Player

The Matrix: Path of Neo is an action-adventure, the third spin-off from The Matrix series and the second developed by Shiny Entertainment. The game was written and directed by The Wachowskis, who wrote and directed the three The Matrix films. Players control the character Neo, participating in scenes from the films.

In Shiny Entertainment's first licensed Matrix game, Enter the Matrix, only sideline characters were playable. It did not feature the series' protagonist Neo, and due to its nature as an extension of the films' storyline, had few recreations of scenes in the film trilogy.

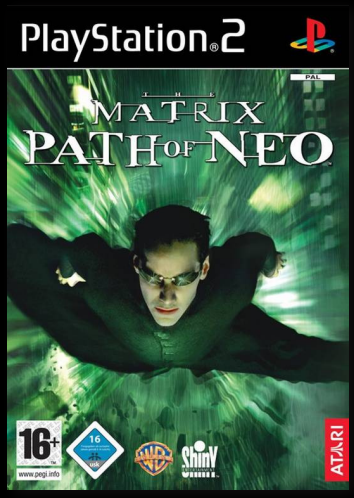
The Matrix: Path of Neo allows the player to participate in many of the major action scenes in the films. Most of these sequences, picked by the movie directors themselves, are taken from the first film in the series.

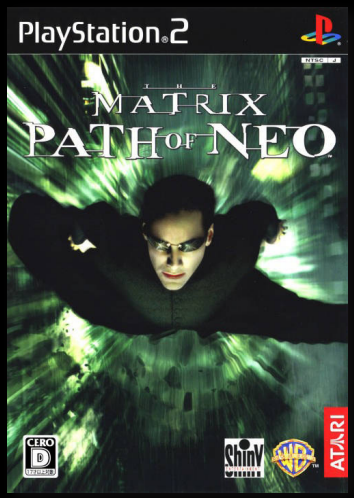
At the start of the game, the player is hacker Thomas Anderson, and does not possess any of the powers that the character will later discover as Neo. As the game continues, players learn new skills and techniques, equipping Neo for the final showdown with Agent Smith. These additional skills may be levels and in the main game. Many of these skills are used by Neo in the trilogy, including the bullet dodge, bullet stop, and flight. A number of weapons are available in the game, consisting of both melee weapons (including various types of swords, staves, and escrimas) and firearms (assault rifle, submachine gun, pistol etc.).

The game also allows the player to meet many of the characters in the films, including Trinity, Morpheus and the Merovingian, amongst others.

The game uses film excerpts as cut scenes throughout the game at certain milestones. This footage includes clips from the original The Matrix theatrical films, and from other sources, including the short film series, The Animatrix and Enter the Matrix.

The Matrix: Path of Neo received "mixed or average reviews" on all platforms according to Metacritic.





J N P

5.4

The Mechsmith: Run=Dim

J

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) August 24, 2000
Genre	Action, Strategy
Mode	1-2 Players

The game is set in the year 2052 and global warming has melted the polar ice caps. Land masses all over the world have plunged under the sea in devastating fashion. Charged with the task of saving what's left of the economy, the player and a team of technicians must develop new mecha to help achieve salvation. And so begins The Mechsmith: Run=Dim, the PlayStation 2 continuation of Idea Factory's popular simulation series. Featuring humanoid robots known as RBs, players can create customized battle machines in a series of different categories in an effort to engineer the ultimate RB.

"ign.com"

Metal Arms: Glitch in the System

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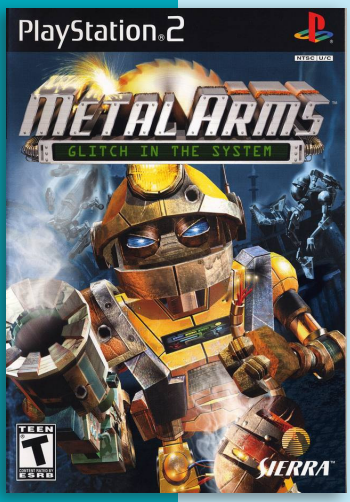


Developer	Mass Media
Publisher	Vivendi Universal Games
Release date	(us) November 18, 2003
Genre	Third-person shooter
Mode	1-2 Players

N P

Metal Arms: Glitch in the System is a third-person shooter action-adventure. The game follows a robot named Glitch as he joins forces with the Droids in their fight against General Corrosive and his Milbots.

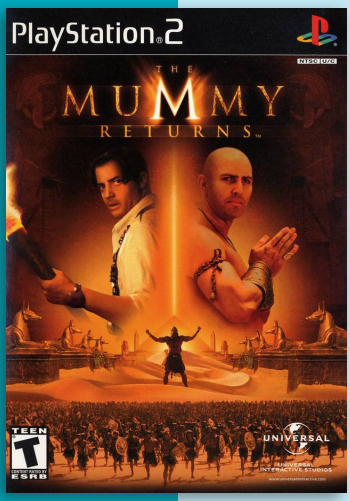
Glitch have a large arsenal of weapons with which to complete his task. He also has the ability to possess enemy Mils and use them for his own purposes. Metal Arms includes a few vehicle levels, including drivable tanks and 'RAT' vehicles. The game features some platforming, but is more of a shooter.

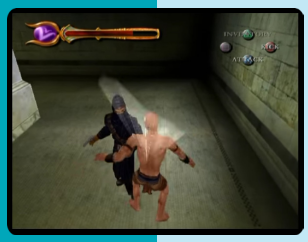
The multiplayer features four-player split-screen gameplay with various modes including Possession Melee, standard Bot Brawl, King of the Hill, Moving Hill, Tag and Reverse Tag modes.

Metal Arms was Swingin' Ape Studios only release. The company was acquired by and integrated into Blizzard Entertainment in May 2005.

The Mummy Returns

4.4



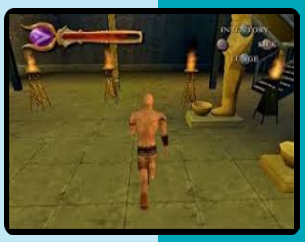


Developer	Blitz Games
Publisher	Universal Interactive
Release date	(us) October 3, 2001
Genre	Action-adventure
Mode	1 Player

The Mummy Returns is a third-person action adventure game where players can play as two different characters, each with different moves and abilities. Players will follow along with the action of the movie as they take the role as Rich O'Connell in an effort save his son, Alex. Players can use both guns and handheld weapons to defeat the armies of ancient Egyptian evil and defeat the mummy and ultimately, the scorpion king.

When players complete the adventure, they can play as the mummy, Imhotep, as they try to gain the power of the scorpion king to rule the world. Players need to use their might and powerful magic to defeat the challenges before them, even suck the souls of the dying enemies to regain health.

"mobygames.com"



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The Mummy: The Animated Series

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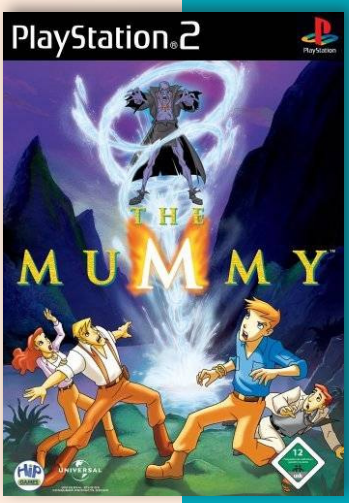
Developer	Asobo Studio
Publisher	Hip Games
Release date	(eu) October 1, 2004
Genre	Action-adventure
Mode	1 Player

The Mummy is set in the 1930s, combining exotic locations with high-adventure and action. Players take the role of the O'Connells, with the ability to control any of the three player characters at any time. In the game, players control all the characters, Alex, Evy, and, as they adventure through underground Egyptian ruins in search of treasure.

The Mummy: Tomb of the Dragon Emperor is a 3D action-adventure game that was released alongside the The Mummy: Tomb of the Dragon Emperor movie.

The game follows the story of the movie. Players play as either Rick O'Connell or his son, Alex O'Connell and have to thwart the plans of the Dragon emperor and his Terracotta army.

Gameplay includes climbing on platforms, puzzle-solving, hand to hand combat and gun fights.



Men at Work! 3

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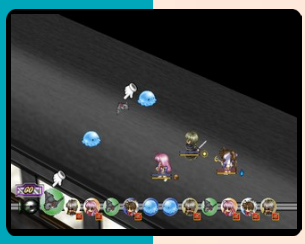

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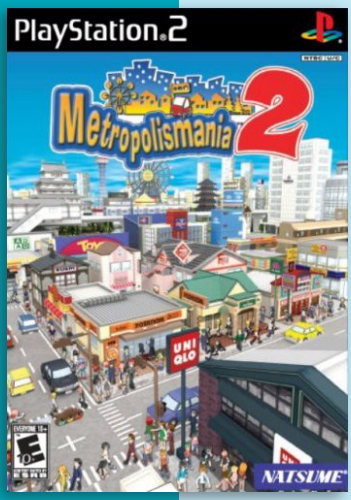
Developer	Studio e. Go!
Publisher	Kid
Release date	(jp) November 25, 2004
Genre	Role-playing, Visual novel
Mode	1 Player

Players take the role of Lyle Einsworth, who was born with the special ability to be a magic hunter. During the day, he take classes, speaking with his fellow students and his teachers and exchanging items. He have a set schedule of classes, and by attending classes (making sure not to be late), players can make Lyle's statistics rise. Once the clocks turn nine, the monster hunting beings. The player character wander the school grounds with his fellow classmates and face off against enemies. Characters in the players party have elemental abilities, and by lining up their attacks properly, players can perform combos.

"ign.com"

MetropolisMania 2



Developer	Indi
Publisher	D3Publisher, (us) Natsume, (eu) Ubisoft
Release date	(jp) July 13, 2006
Genre	Simulation
Mode	1 Player

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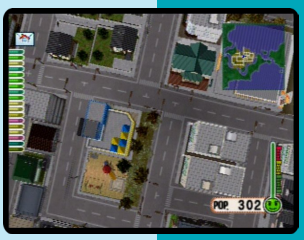


J N P

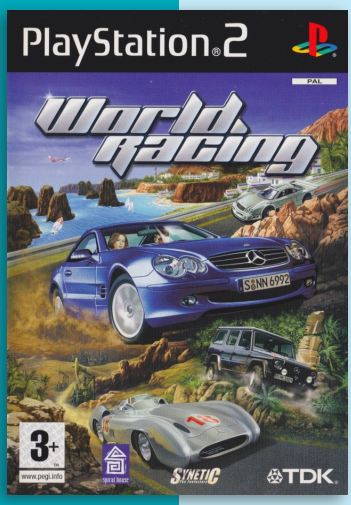
Metropolismania 2 is the sequel to Metropolismania (Machi-ing Maker) and uses the same city-building/maintaining concept as the original game. Played from a third-person perspective, players need to walk around, construct buildings, provide roads, and then screen the emails of possible inhabitants. Citizens need to be kept happy by interacting with them - give them gifts, listen to their gossip and complaints. If their needs are not attended to (through schools, hospitals or entertainment), they will ditch the town. The goal is to make this a city people want to live in, by building commercial, utility, and entertainment industries.

It is possible to add NPCs to a phone book, and invite them to move to new cities the player is building, purchase food from various stores and own a house and buy furniture for it. The game has a night and day cycle, and supports Yen (the Japanese currency).

"mobygames.com"

Mercedes-Benz World Racing

6.8



Developer	Synetic
Publisher	TDK Mediactive
Release date	(eu) September 19, 2003
Genre	Racing
Mode	1-2 Players

World Racing is a racing game developed in cooperation with DaimlerChrysler AG, allowing players to control various Mercedes-Benz cars.

The game features 117 different tracks throughout 7 large terrains (Nevada, Japan, Mexico, Australia, the Alps, the City, and the Test Centre). Players can drive more than 100 original Mercedes-Benz cars, including classic Silberpfeile and Mercedes-Benz SLR McLaren. Different mission types include Sport Runs, Training Sessions, Test Runs, Checkpoint Races, Endurance Contests and others.

Players can customize AI skill level and simulation precision (from arcade to real simulation). In dynamic AI skill mode computer opponents will adapt to the player's skill.

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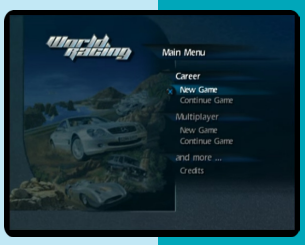

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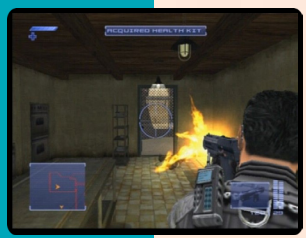
6.4

Mission: Impossible: Operation Surma

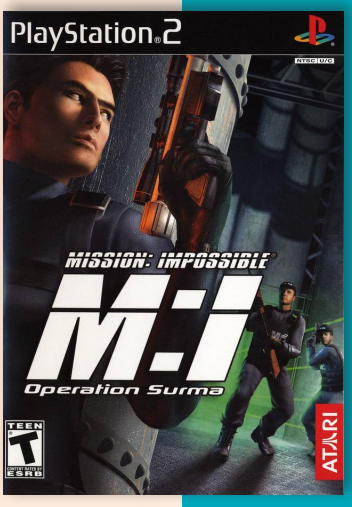


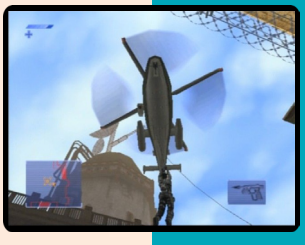
J N P

Developer	Paradigm Entertainment
Publisher	Atari
Release date	(eu) December 5, 2003
Genre	Action-adventure, Stealth
Mode	1 Player

Operation Surma is a stealth action game that puts the player in the role of the top-secret government agent Ethan Hunt, with settings based on the Mission Impossible movies. The story does not follow any of the movies, nor does the main character resemble Tom Cruise; however, everything else, from various gadgets and disguising is present. Following the story, the player will unfold many mysteries behind the ICE Worm virus developed by the Surma Corporation that makes them only one step to global domination, and will have to prevent that from happening using any means necessary.

The game received "mixed or average reviews" according to video Metacritic. In Japan, Famitsu gave it a score of 28 out of 40.





Men in Black II: Alien Escape

5.0

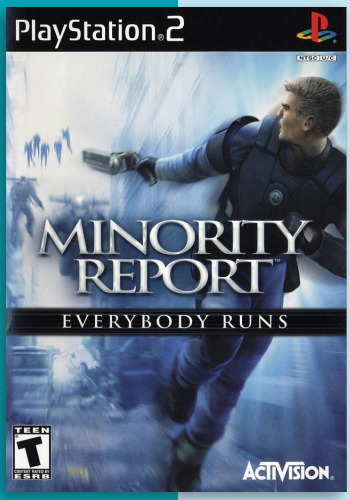
N P

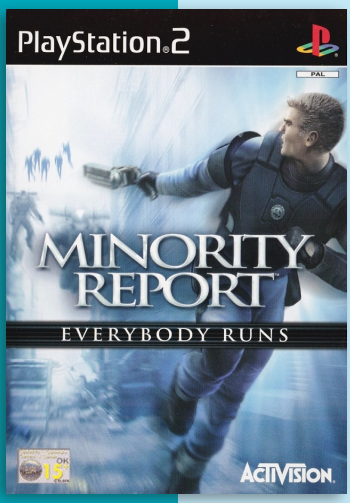
Developer	Melbourne House
Publisher	Infogrames
Release date	(us) June 27, 2002
Genre	Third-person shooter
Mode	1 Player

In MiB II: Alien Escape, players take on the role of one of the MiB agents Agent K or Agent J, and are required to stop aliens from blowing up the Earth with a ship based weapon called the Class 7 Ozone Demogrifier. They investigate aliens living on Earth in events similar to the film.

Before each mission players get a detailed briefing on their next target. The missions consist of third-person alien blasting action followed by an encounter with the boss alien.

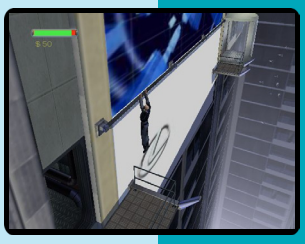
Minority Report: Everybody Runs





Developer	Treyarch
Publisher	Activision
Release date	(us) November 19, 2002
Genre	Third-person shooter
Mode	1 Player

5.0



N P

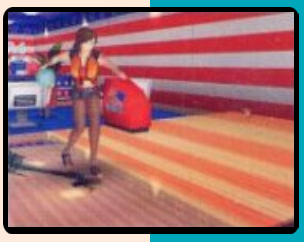
This title is loosely based on the movie of the same name. Players control John Anderton, the head of Pre-Crime. He must fight his way through Pre-crime cops and change his identity in an attempt to clear his name of pre-murder charges.

The game is a beat 'em up game that spans 40 levels. Its main selling point is the ragdoll physics engine, with highly exaggerated effects to enhance interaction with the environment. Enemies thrown against walls or railings will strike or fold over them in a semi-realistic fashion, and will often smash through breakable objects. The player can also use futuristic weapons, both those featured in the movie and new ones created especially for the game by Activision. There are also a few levels which incorporate the use of a jetpack, allowing Anderton to fly around the environment.

A major aspect connecting the video game to the movie is that, in the film, protagonist Anderton believes that he has been framed for a future murder and sets out to prove his innocence. In line with the film as well, Anderton never uses lethal force against criminals or the cops that chase him.

Mesaze! Super Bowler

Developer	Success
Publisher	Success
Release date	(jp) March 10, 2005
Genre	Sports
Mode	1-4 Players



This budget title features single play and tag play using a single controller. And in a rarity for a budget title, the game supports 'net based play, allowing players to bowl against players throughout Japan. To bowl, players first choose their ball's position and direction, then select spin and power. Players can play on two types of lanes, one European and the other American.

"ign.com"

J

Mesaze! Super Hustler!!

Developer	Success
Publisher	Success
Release date	(jp) February 10, 2005
Genre	Sports
Mode	1-2 Players

Mesaze! Super Hustler! Is a budget pool simulator. The developers have tried to match the behavior of the ball based on the actual physics. Players can adjust their shot by by changing the strength of the shot, twisting the ball, making the ball jump on the table, etc.

J

Million God

6.6

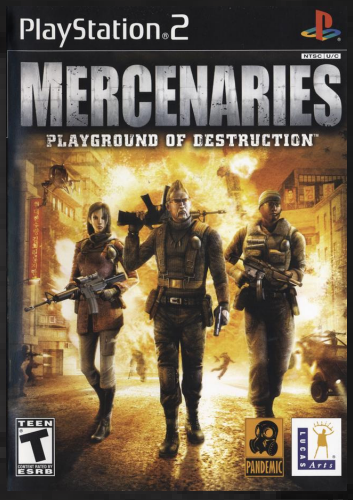
Developer	Nippon Amuse
Publisher	Nippon Amuse
Release date	(jp) December 26, 2002
Genre	Gambling
Mode	1 Player

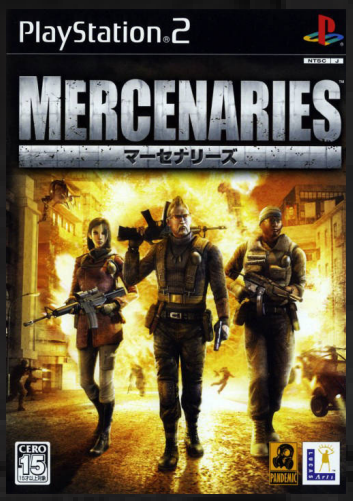
Million God is a pachislot simulator of a real pachi machine. It was published by Nippon Amuse, which was released in Japan in 2002.

The game version feature different camera angles and levels of zoom and also unlockables galleries (sequences, bgm, sounds, etc).

J

8.4





Mercenaries: Playground of Destruction

Developer	Pandemic Studios
Publisher	LucasArts, (jp) Electronic Arts
Release date	(us) January 10, 2005
Genre	Action-adventure
Mode	1 Player

Mercenaries: Playground of Destruction (also known as simply Mercenaries) is an action-adventure game released for PS2 and Xbox.

The player takes control of one of three mercenary characters and completes contracts in the war-torn country for profit and to prevent a nuclear war. During the last years of his reign, the North Korean president Choi Kim attempted a reconciliation with the country's southern neighbor, with the ultimate goal of reunification. However, his son, General Choi Song, and the military clique under his leadership, strongly disagreed with the old man's views. Eventually, Choi Song orchestrated his own father's assassination, took control of North Korea, and severed ties with the outside world.

Then the Australian Navy intercepts a North Korean freighter carrying nuclear weapons intended for sale to terrorist cells. In response, China, South Korea, the Allied Nations send troops into the troubled region to topple Song's regime. The Russian Mafia also bases itself in North Korea to take advantage of the situation. A bounty of a hundred million dollars for General Song was declared. This is where the mercenaries enter the playfield.

The player is deposited in a vast "sandbox" environment, free to pick up missions, perform side tasks, collect items, hijack vehicles, or employ game mechanics in exhibition. As the world is a sandbox, the player can choose to do any of these activities at any time. In fact, one can level all of the buildings in the game world, including the faction HQs. Buildings are usually restored after an extended time away from the area, the player's death, or re-loading the game. Also, the player can cause wanton destruction in many small outposts and strongholds occupied by and restricted to faction members only. However, excessive rampaging is discouraged by the reduction of the attacked faction's disposition towards the player, and the murders of civilians and Allied Nations personnel result in cash fines as well.

There are five warring factions: the Allied Nations, South Korea (in cahoots with the CIA), the Russian Mafia "Merchants of Death", China, and Song's North Korean army. Disposition from the first four factions is initially friendly, though through the player's actions it can go from friendly to neutral and eventually hostile. Since the North Korean faction is always hostile towards the player and to all the other factions, the player is free to attack NK forces without fear of penalty. In fact, destroying NK vehicles will result in a small compensation, adding credits to the player's account.

In order to get back in the favor of an offended faction, the mercenary must complete contracts for the faction. If the faction is so hostile that it refuses to give out contracts, the player must bribe the HQ guard first. Other less effective methods include collecting National Treasures and Blueprints of interest to each faction, destroying hidden listening posts, leveling Song's monuments or helping out

one faction fight off another one during a skirmish. Upon being witnessed, the player's actions will be favored by the faction receiving the help; however, the other faction will dislike the player more.

A mercenary may disguise himself by driving a faction's vehicle, allowing for enemy outpost infiltration. However, the disguise is rendered ineffectual should the enemy spot the mercenary entering the vehicle, should the player exit the vehicle or if the player engages in inappropriate behavior (such as attacking enemy troops). The disguise is also lost if the player comes across an enemy officer, who will invariably see through the disguise.

The player can perform various missions for different factions, but it is not required to complete every mission available. A mission involves one or multiple objectives that include stealing, delivery, retrieval, or destruction of certain items or vehicles, assassinating targets, and destruction of an enemy camp or stronghold. Often, a mission provides a bonus goal which may be completed for extra cash. AN missions are usually taxi and escort missions, whereas Mafia-instructed missions are somewhat more stealth-oriented, and SK and Chinese missions usually have the player take orders from one faction to harm the other one. A mission may upset another faction, although this can be prevented to some degree if the player engages the mission with stealth. The completion of a mission rewards the mercenary with cash, increase in the faction's disposition, and tips regarding the Deck of 52; it occasionally unlocks items, vehicles, or airstrikes.

Throughout the game, the player is tasked with hunting down and "verifying" 13 targets of a "suit." "Verification" involves either killing the target and taking a picture of the corpse, or subduing the target and radioing an AN helicopter to transport the prisoner away. After every verification the player is awarded with "Intelligence" and cash, which is usually doubled if the target is captured alive. In a suit, the number cards (from 2 to 10) are located throughout the in-game region, and they can be found by exploration or by receiving tips from friendly factions (usually after the completion of a mission). Each of the three face cards (Jack, Queen, King) is only made available by one of Chinese, South Korean, and Russian factions. A "face card mission" often involves specific objectives for the faction in addition to verifying the target. However, it is not necessary to verify all members of a suit to progress through the game. The player must gain only enough Intelligence by verifying targets before the AN gives the player the Ace contract. The Ace, the most important figure in a suit, is located in an isolated, often heavily fortified area, where the player is dropped off. The Ace contract usually consists of a variety of required and optional objectives that can be accessed in multiple routes, before the Ace is available for verification. After the Ace is verified, the player is transported back to the main region to hunt down another suit of targets.

If the player attempts to leave the game world (leaving N. Korea), they will effectively enter a restricted area where either the AN Task Force or the North Koreans have supreme air power in those areas. Entering these areas immediately prompts you with a warning message (either by an unnamed Allied radio operator or by your support operative, respectively) telling you to get out quick. Choosing to ignore this warning prompts another message, informing that enemy planes are inbound. This is followed by three fighters appearing to shoot the player down with a large

salvo of explosives that are impossible to completely dodge and tough to survive. These are areas that usually surround the province (with the exception of the Black Gate until after the Ace of Clubs is verified) and are marked in red.

There are three playable characters in Mercenaries: Christopher Jacobs, Jennifer Mui, and Mattias Nilsson. Each are mercenaries employed by ExOps during the North Korean conflict, but only one character of player's choice is dispatched to the war-zone in the beginning of the game. They follow the same plot and handle similarly in terms of gameplay, but each of them has a different personality, as well as specific strengths that may alter the player's strategy. Also, each mercenary can speak a unique language in addition to English, so the player can understand conversations of a particular faction by reading the subtitles shown.

Chris Jacobs: (voiced by Phil LaMarr) is a former Delta Force operator from the United States. He appears to be a confident and reliable personality with often humorous remarks. He can endure more damage in health than others, and knows Korean.

Jennifer Mui: (voiced by Jennifer Hale) was an MI6 agent before joining ExOps. She is highly efficient in stealthy maneuvers as she does not alert enemies as easily as other mercenaries. Born a Chinese-British in Hong Kong, she can understand conversations in Chinese.

Mattias Nilsson: (voiced by Peter Stormare) was once a Swedish Navy artillery officer until he became a mercenary. Extremely reckless, violent, and obsessed with explosives, Nilsson uses his faster movement on foot to overwhelm his enemies quickly. He is fluent in Russian, and is thus able to understand private Mafia conversations.

Mercenaries contains unlockable skins as rewards for completing certain in-game tasks. For instance, picking up a certain number of National Treasures will allow playing as an NK Elite. Some cheat codes unlock the numerous hidden characters such as the leaders of each faction. This being a LucasArts game, it is also possible to unlock both Indiana Jones and Han Solo as playable characters. However, the differences between skins are only cosmetic and will have no effect on gameplay or the main character's attributes.

The game's orchestral soundtrack was composed by Michael Giacchino with Chris Tilton. It was performed by the Northwest Sinfonia and released on a 21-track CD. The sound design was done by Ellen Meijers, who visited Travis Air Force Base to record the sounds of actual C-5 Galaxy cargo airplane hydraulics, landing gears, and generators to add realism to the gameplay.

The game received "generally favorable reviews" on both platforms according to Metacritic.

Ryan Davis, former editor of GameSpot, said the action is greatly varied and *"fundamentally satisfying"*, the world is immersive, and the game has *"gorgeous graphics."* Davis also said the exaggerated physics in the game is sometimes too much and the quality of the sound effects is uneven. Davis said the game is *"a much better game overall"* than Full Spectrum Warrior, a game that Pandemic Studios previously developed. Davis said that at first the game looks like a Grand Theft Auto knockoff due to similar elements such as a third-person perspective, the ability to get in any vehicle you see, but that Mercenaries is more non-linear and mission-based. Davis said *"most of the ground-based vehicles feel a little too floaty."* Davis wrote *"It's amazing how close the game scrapes to reality without actually breaking through, and its use of a slightly fictionalized North Korea as a setting can be very immersive. But despite the game's commitment to a quasirealistic scenario, the action is fast and loose."* Davis noted the voiceover performances of Peter Stormare and Carl Weathers as particularly well done. In Japan, where the PlayStation 2 version was ported and published by Electronic Arts on April 28, 2005, Famitsu gave it a score of 33 out of 40.

The Sydney Morning Herald gave the game four-and-a-half stars out of five and said, *"While it's not quite as epic as [Grand Theft Auto: San Andreas], the combat within Mercenaries is more focused and polished, thanks to tight controls, amazing graphics and clever physics."* The Times gave it four stars out of five, saying, *"The visuals are first rate. News footage sets the scene of the chaos, while short in-game cut-scenes intertwine seamlessly with the action."* The New York Times gave it a similarly favorable review, saying, *"While most such games overlay this free-form world with rigidly structured missions, Mercenaries allows the player almost as much freedom in action as it does in travel."* Maxim similarly gave it eight out of ten and said, *"Missions full of vehicles to wrangle and people to off feel like a cross between 'Grand Theft Auto' and 'Metal Gear Solid,' with a dash of 'Contra' thrown in for spice. Destroy everything and get paid; this is foreign policy at its finest."*

Mercenaries was banned from shelves in South Korea for depicting war in its still-hostile theater, as was Ghost Recon 2. However, almost 2 years later, the Game Rating Board of South Korea announced that the ban on these games would be lifted by 2007.

Mercenaries 2: World in Flames

4.9

JNP

Developer	Artificial Mind and Movement
Publisher	Electronic Arts, (eu, au) EA Games
Release date	(us) August 31, 2008
Genre	Action-adventure
Mode	1 Player

Mercenaries 2: World in Flames is the sequel to Mercenaries: Playground of Destruction. The game is a third-person shooter with an open world, set in a fictionalized war-torn Venezuela.

The player can pick one of three mercenaries: Mattias Nilsson, an ex-operative with a love of explosives, Chris Jacobs, an amoral ex-Delta Force member with a cynical attitude, and Jennifer Mui, a former-MI6 turned mercenary who cares about nothing but money.

Helped in part via a contract with and subsequent betrayal of the mercenary, Ramon Solano becomes the Venezuelan President of an interim government following a military coup, and successfully builds the trust and support of the population via his "for the people" nationalization of the country's oil. The mercenary vows revenge on Solano, and must work there way towards this by performing contracts for various conflicting factions across Venzuela.

The PS2 release of Mercenaries 2: World in Flames differs from the other versions (Windows, PS2 and Xobx 360) in several significant aspects. As opposed to the other releases, it uses the graphics engine from its predecessor Mercenaries: Playground of Destruction. Although the background story and basic gameplay remain the same, this version features about forty exclusive side-missions, has no co-operative play and takes place on a much smaller map.

In preparation for the release of Mercenaries 2, Electronic Arts opened a commercial campaign in August 2008, with scenes of the plot of the game in a stylized world, featuring background music reminiscent of a "hip-hop musical" singing about how the protagonists are going to get revenge for being double crossed and getting no pay to boot. The song was written and performed by the Wojahn Brothers and was released as a single on September 23, 2008.

EA took over the Last Stop petrol station in Finsbury Park, North London, on the release day of the game in order to give away £20,000 worth of petrol for free, with each driver receiving a maximum of £40. The petrol station was trans-

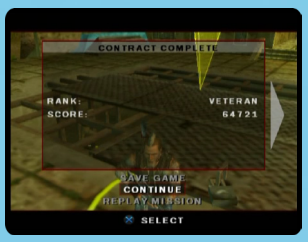
formed into a military bunker, with sandbags, oil barrels and jeeps. The area's member of parliament, Lynne Featherstone, described the campaign as an "ill thought-out media stunt" after it created unnecessary traffic congestion.

Mercenaries 2: World in Flames received "average" reviews on all platforms except the PlayStation 2 version, which received "generally unfavorable reviews", according to Metacritic.

Though praised for its colorful and destructive environments, many reviews have complained of *"nagging annoyances"* throughout the game that occasionally feel rushed and unfinished. One of the major problems was the unintelligent AI of both friendly and enemy NPCs, and the issue was aggravated by voice acting and repetitive lines. Some reviewers found several gameplay mechanisms questionable, such as the air supports and airstrikes being of limited value, over-powerful melee attacks, and simplistic faction dynamics.

Mercenaries 2 was nominated for "Dubious Honors: Worst Game Everyone Played" by GameSpot in their 2008 video game awards, which was a category for games with large sales that had been panned by the critics. In addition, it won "Dubious Honors: Most Disappointing Game" by GameSpot.

Following the closure of Pandemic Studios, EA announced on November 24, 2009 that EA Los Angeles were working on a title known as Mercs Inc. The game was eventually canceled following the closure of Danger Close Games in 2013.



The game has been criticized by the Venezuelan government, accusing the U.S. government of trying to drum up support from the American public for a real-life invasion with the purpose of overthrowing Hugo Chávez. Pandemic Studios had previously developed training aids for the U.S. Army.

In response to the criticism, the official website of the game included the following disclaimer: *"Pandemic Studios is in the business of entertainment. It has not been contacted by a U.S. government agency concerning the development of Mercenaries 2. All persons, storylines and events are purely fictional and bear no relation to real events. As with any number of games, movies and books, the decision to choose interesting events and locations is purely designed to tell a compelling story, as well as provide a fun and rich experience for the gamer."*

Gunnar Gundersen, cofounder of the Venezuela Solidarity Network, dismissed arguments that it's *"just a game"*, saying: *"We have to put it in the context of how it would feel if the reverse was done. Can you imagine if a wealthy Venezuelan game-designing company with links to the military and funding from a famous Latin American entertainer invented a game where you invade the US to assassinate the president and take over the economy?"*

Mercury Meltdown Remix

7.3

Developer	Ignition Entertainment
Publisher	Ignition Entertainment
Release date	(us) December 4, 2006
Genre	Puzzle
Mode	1 Player

Mercury Meltdown, released for the PSP and PS2, is the sequel to Archer Maclean's Mercury, a puzzle game where the players job is to guide a blob of mercury, or several blobs, along various mazes, by tilting the game world, while hazard try to zap, attract, repulse, eat, or blow them up.

As in the first game, players tilt a substance known as Mercury around a level. The aim is to guide the mercury to one or more finish posts in the level, similar to Marble Madness.

Each melting Lab is split into 16 initial stages, and each stage is represented by a test-tube. Depending on how well the player has done, the test-tube will gain attributes to show this; the amount of fluid in the tube represents how much mercury has been saved, and a cork is added when all of it is saved. A star sticker indicates that the player has collected all the 'Bonus Stars' in the level. A '1' sticker indicates that the player has his/her name in first place. Once all three attributes are achieved, the normal cork is replaced with a golden one. If players do exceptionally well in one melting Lab in particular, they may unlock a secret 17th stage.

During the melting lab levels, faces represent one's current progress, and they replace the time clock during play to display what has happened.

The main change in the game is the ability to change the mercury into 3 more states. Using a heater will turn the mercury into the 'Heat' state, a fine and easily splittable liquid that travels quickly. Using a cooler, the mercury will change into the 'Cold' state, a thick and hard to split semi-solid that travels slowly. Finally, using a solidifier will turn the mercury into a 'Solid' state, a round unbreakable ball which can be used to traverse rails.

The mercury can still be split (apart from the Solid state), and sometimes it is still a requirement. Splitting is normally done using a Splitter (a sharp triangle-shape built into walls), but it can also be done using sharp corners, or sitting underneath a Guillotine or Pile Driver.

Colors still play a part in the game. The color of the mercury can be changed using a Paintshop. When two differently-colored blobs merge into one, the colors mix as well. The color scheme is based on the RGB color model, where the primary colors are red, green and blue. New to Mercury Meltdown are 3-Color Paintshops, which are triangular Paintshops with different colored gates on each side, and a new color-mixing chart in the top right corner, which can be turned off in the options menu.

Hazards will try to destroy the mercury. Some of these include the Jacob's Ladder (an electrical generator, capable of zapping the mercury), Pendulums, Attractors and Repulsors, LubeCubes (gelatin cubes that leave behind acid trails wherever they go), Mercoids (creatures that eat mercury) and their relatives Jerkoids (zaps mercury with lightning like the Jacob's Ladder), Spectroids (Mercoids that only eat a specific color) and Schizzoids (explodes on impact with mercury).

The Tutorial mode is now separate from the main game, as well as a new feature known as the Playground. The Playground puts the player into a circular V.R. arena, with most of the items found in the game to play and test around with.

In addition to the main game, there are now five party games, which are unlocked by collecting the bonus stars in the main game:

Metrix: a puzzle games where coloured blocks need to be fit inside a pre-defined grid.

Paint: players move the mercury to paint the tray as much as possible against the opponent.

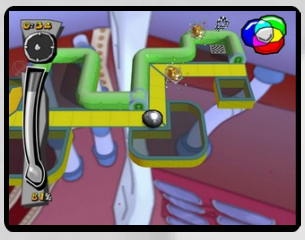
Race: players guide mercury around speedy track with boost pads and avoid falling off.

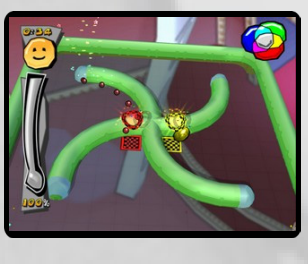
Rodeo: players tilt the playing area to keep the mercury on the field, while a fan tries to knock them off.

Shove: players need to aim the mercury for the center spot of the target, just like curling.

Instead of sticking with the previous style of graphics in the original game, the team at Ignition Banbury decided to go for a more cartoon style in Mercury Meltdown. This has earned a bit of criticism from some fans of the first game, since it does not look as realistic as its predecessor; for instance, the mercury now has a black line around the outside of it, which was added to make it clearer. Unlockable 'skins' for the mercury are also available in this game, such as a billiard ball, a football, a basketball, and a marker indicating the speed limit of the mercury. Some of these skins change depending on the state of the mercury.

The first game was released to a tight schedule, in time for the US launch of the PlayStation Portable, and so the game wasn't as refined as it could be. This time around, the game has had a number of various improvements to the core game to rectify the problems, as well as extras taken from feedback of the first game.





As well as a new progression system, the levels are specifically designed to minimize as many camera problems as possible. Mercury Meltdown has also been upgraded in terms of levels, offering a total of 168 levels, compared to the 83 in the original game.

In terms of extras, the game now supports the ability to save both ghosts and replays, but high scores can not be carried over by different players and there is no online leader board, rendering the feature useless. Ghosts can also be saved for the Race party game.

One of the major criticisms of the first game was the difficulty slope that players faced. The progression was very linear, and as such, being stuck on a level meant the player could not progress any further, prompting some players to give up on completion. To rectify this, the progression system was tweaked. All stages in a lab are now accessible when the lab is unlocked, meaning players can decide to try another stage to progress. The time limit has also been scrapped from the game, but a set amount of time still remains, and has to be beaten to stand a chance of earning the top score on that stage. When the time has run out, the clock face turns into a sad face, yet the player can still carry on with the task at hand.

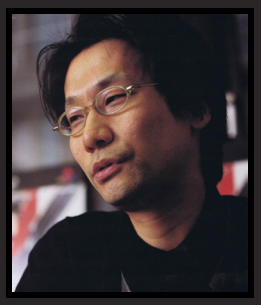
Also, mercury limits are mostly scrapped from the game, but 100% mercury is now one of the requirements to progress to the later stages of the game. Limits only apply when at least one weighted switch is present in the level, and disappear when the weighted switch(s) are activated.

The stages are designed to be as difficult as the ones in the first game. This provided gamers who managed to get far in the first game with a decent challenge.

HIDEO KOJIMA

by: Paul Fitzpatrick@PlayStation 2 Official Magazine (AU) 2002 June #03

***Metal Gear* Creator Hideo Kojima is rapidly becoming as well known as his games. We caught up with him at the launch of *Metal Gear Solid 2* in London.**



When current affairs periodical *Newsweek* described Hideo Kojima as one of the "ten important people to watch in the coming year and beyond" its appraisal of the man who invented videogame stealth-'em-up was greeted with little surprise by gamers the world over. In an industry not exactly known for famous faces, the creative force behind *Metal Gear* series has become a genuine celebrity. With *MGS2*'s UK launch weekend bringing in the kind of revenue normally associated with films like Monsters, Inc the time was ripe fro *OPS2* to interrogate afresh the man to whom a whole industry looks for inspiration.

What are your feelings looking back on *MGS2*'s development process?
The feeling I do not have is, "Oh, I'm done. I'm tired." I do not have that feeling at all. I'm filled with a sense of accomplishment. There are things I look back on and say, "I could have done this differently." And there's a sense of relief where all the pressure of finishing the game is gone. What I'm thinking of now is what I should do next. After I finished *MGS2* I said to myself, "What direction should I be heading in?" That's the strongest feeling I have now.

Have you been surprised at all by any particular criticism of the game?
[Laughs] Not really, no. I guess I didn't expect people to hate Raiden *this* much.

Do you think that *MGS2* could be the last time you'll be able to play as Snake? Has he become too big a character for gamers to identify with as a playable character?
A Bond film is not a Bond film without 007 himself. *Metal Gear* will always have Solid Snake, but I'll have to think about how to introduce him in different ways. If we keep allowing the player to use Solid Snake and have him face a stronger enemy in sequels to come, then the series goes nowhere. But Snake is always going to be in there in one form or another.

MGS2 unfolds with an emotional force. Is eliciting a strong emotional response essential to you?
Unlike films, games are interactive, making it easier to affect someone emotionally. They are more powerful tools because of this interactivity. I do not want my games to be simple toys - people spend a lot of time playing with my games and I want them to have access to something that will influence them emotionally or intellectually.

Do you envisage directing the next MGS game or is it a series that could eventually evolve without your direct involvement?
What I'm doing now is trying to allocate my resources to different kinds of projects. I always want to keep one game where I do everything hands-on, just like I did with *Metal Gear Solid 1* and *2* where I'm the director, the producer, the writer, the game planner, the designer, everything. I always want one title where I'm in full control simply because it's fun to do. At the same time I'd like to work on other projects where I might be the producer only or I might be the producer and the game designer. It's just a matter of how much of myself I allocate to different projects.

How do you feel about the idea that people may end up referencing your games in the same way you reference cinema, literature and so on?
I have positive feelings about someone making references to *MGS* in their work, depending on how they refer to the game, of course. In the same way that I've seen, if *Metal Gear Solid* influences people in their growing stage and is reflected in their work, and in return their work influences other people, it would be great.

What do you think of the prospects of the MGS series as the PS2 goes online?
With *MGS 1* and *2* you're given a closed arena. You play along wiht the characters to a set story - that's one thing we'll probably still be doing in the future. But at the same time, if I was to come up with an online *Metal Gear*, instead of playing along to a set story with limitations of the setting and programme, you could have an interactive experience with other players. Instead of having the game develop along with the story, the game would de-

velop along with the characters. It would be fun to pursue both the traditional story model *and* the online model.

Assuming there will be a live action version of Metal Gear made at some point, who, out of the current crop of actors, would you like to see playing Snake?
Russel Crowe and Hugh Jackman would make good Solid Snakes.

What developments would you like to see in console technology over the next few years, to allow you to expand your videogame vision?
What I'm going to say next is not going to happen in the next two or three years, but maybe within the next ten or twenty. What we see on the monitor created by digital images, well, we know that it's fake. And since you know it's fake, you're not going to be wholly satisfied, no matter how great it looks. We'll probably try to introduce elements which are tangible and real that will be linked to software that allows them to react with each other. Maybe you'd wear goggles and through these you'd see everything in a room along with the CGI and CG characters- So half of the stuff you see is real, and half is fake. This blend would be very interesting. Plus I've always said a machine that could sense smell would be neat!

Does success remove or create obstacles?
One obstacle is time allocation. Now that the games already released are successful, I've been given a managerial position. I'd prefer to think about games 24 hours a day but I can't. I have to overlook different development lines and think of promotional plans as well as working on new games. One good thing about success is that I can go up to people and say, "Hi, I'm Hideo Kojima, creator of *Metal Gear Solid*," and this makes it really easy to meet new people. It's opened many doors to me.

Have you seen any locations in London that you might like to see a Metal Gear striding through in the future
I haven't had the chance to walk around yet but what I want to do is hop on a double-decker but and sit at the very front of the upper level, just like a kid!

Die 21 Welten tragende Schild
Die 7 Surg
Brahmlok 1
Ataplok 2
Djenlok 3
Mehslok 4
Surklok 5
Bhurlok 6
Bhuslok 7

I will enter covert operations until
the resurfacing.
And I shall cut off all contact...

Hideo Kojima

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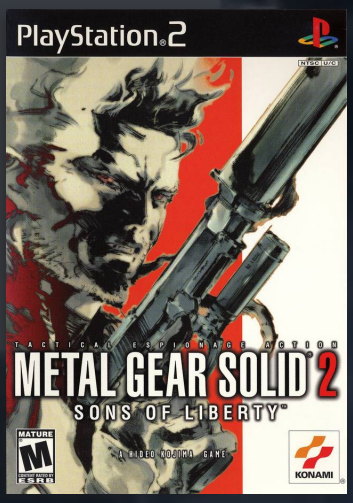


JNP

Metal Gear Solid 2: Sons of Liberty

Developer	KCEJ
Publisher	Konami, (eu) SCEE
Release date	(us) November 12, 2001
Genre	Action-adventure, Stealth
Mode	1 Player

Metal Gear Solid 2: Sons of Liberty is the fourth Metal Gear game written and directed by Hideo Kojima and serves as the direct sequel to the original Metal Gear Solid.

The story revolves around the "Big Shell", a massive offshore clean-up facility that has been seized by a group of terrorists who call themselves the "Sons of Liberty". They demand a massive ransom in exchange for the life of the President of the United States and threaten to destroy the facility and create a cataclysmic environmental disaster if their demands are not met. The motives and identities of many of the antagonists and allies change throughout the course of the game, as the protagonists discover a world-shaking conspiracy constructed by a powerful organization known as the Patriots. The new FOXHOUND operative Raiden is sent in to neutralize the threat.

Metal Gear Solid 2 carries the subtitle of "Tactical Espionage Action", and most of the game involves the protagonist sneaking around avoiding being seen by the enemies. Most fundamental is the wider range of skills offered to the player. The first-person aiming mode allows players to target specific points in the game, greatly expanding tactical options; guards can be blinded by steam, distracted by a flying piece of fruit or hit in weak spots. Players can walk slowly, allowing them to sneak over noisy flooring without making a sound, or hang off walkways to slip past below guards' feet. The corner-press move from Metal Gear Solid, which allowed players a sneak peek around the next bend is expanded to allow players to fire from cover. Other abilities included leaping over and hanging off of railings, opening and hiding in storage lockers, and sneaking up behind enemies to hold them at gunpoint for items and ammunition. Players are able to shoot out the enemy's radio so they are unable to communicate with others on their team. The environment also has a greater impact on the stealth gameplay, taking into account factors such as weather, smell, atmosphere, and temperature.

In Metal Gear Solid 2, the enemy guards are given more advanced AI *"to prevent an imbalance of power,"* and unlike the original Metal Gear Solid, work in squads. They call on their radios for a strike team upon seeing the player, then attempt to flank him and cut off his escape while avoiding the player's attacks. Often strike teams will carry body armor and riot shields, making them a greater threat. Even if the player escapes to a hiding place, a team will sweep in to check the area. The game has a collective enemy AI, where enemy guards work together in squads, can communicate with one another, and react in a more realistic manner towards the player. The game's enemy AI was considered one of the best in gaming for many years.

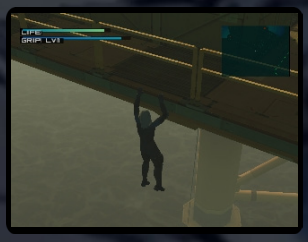
The game expanded its predecessor's cover mechanic, with Solid Snake or Raiden able to take cover behind walls or objects and pop out to shoot at enemies, while the improved enemy AI allowed enemies to also take cover from the

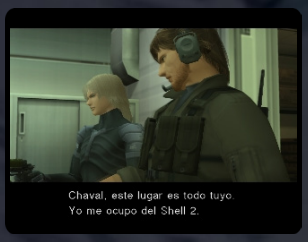
player character. The enemies will often take cover to call for backup, but during battle, they will take cover then pop out and shoot at the player or blindly throw grenades from behind their cover. The game features a laser sight mechanic, where a laser sight helps assist with manually aiming a gun. Boss battles and set-pieces remain a case of finding a strategy that bypasses the defenses of the enemy. However, in a major break from action game standards, it is also possible to clear the entire game, including boss fights, without causing a single deliberate death, through use of tranquilizer guns, stun grenades, and melee attacks.

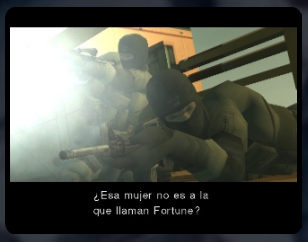
Metal Gear Solid 2 began development in 1999. It was originally going to titled Metal Gear Solid III. The Roman numerals in the title was used to represent the three tallest skyscrapers in Manhattan, the setting of the game. In addition, Hideo Kojima implied that several of the themes he intended to be used in Metal Gear Solid 2 were essentially put into film format by the Wachowskis via their movie The Matrix beforehand.

According to Hideo Kojima in the documentary Metal Gear Saga Vol. 1, the original plot of the game revolved around nuclear weapon inspections in Iraq and Iran. In the plot, Solid Snake was supposed to stop the new Metal Gear while it was located on an aircraft carrier, in a certain time limit. He was also supposed to defeat Liquid Snake and his group, implying that Liquid had faked his death from FOXDIE in the previous game. However, about six months into the project, tensions in the Middle East began to arise, so the development team decided that they couldn't make a game with such a plot. The tanker in the final version is based on the original plot.

Metal Gear Solid 2 was also intended to reference the novel City of Glass, a novel by Paul Auster published in 1985, most notably in the naming of its characters. Raiden's support team originally featured a field commander named Daniel Quinn (simply referred as the "Colonel" in-game); Maxine "Max" Work, an Asian woman who saves the game data and quotes Shakespeare; and William "Doc" Wilson, the creator of GW. All take their names from key characters in the book, and all three would have turned out to be AIs. None of these characters appear in the final version. Their roles were absorbed by other characters, namely the "Colonel Campbell" simulation, Rose, and Emma Emmerich. Peter Stillman, however, takes his name from another City of Glass character. A two player versus mode was also planned. However, it was dropped for unknown reasons.







Metal Gear Solid 2 is the first Metal Gear game to contain a note at the beginning that states that the events of the story are fictional. The note was presumably added in due to the events of September 11. This would later be repeated in Metal Gear Solid V: The Phantom Pain.

The consistent plot device throughout the game of all the characters either giving lies at least once or otherwise betraying and going to the other side of the conflict, according to Kojima, was based on the film L.A. Confidential.

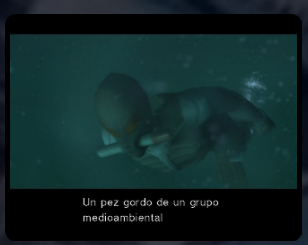
For Metal Gear Solid 2, the established protagonist of Solid Snake was only made playable for the prologue portion of the game. A new protagonist named Raiden would substitute him as the player character for the main portion. The decision to introduce a new protagonist came from the idea of portraying Solid Snake from another character's perspective, but also to get around the dilemma of having to write gameplay tutorials directed at Snake, as Kojima felt that having to explain mission procedures and weapon handling to

a veteran soldier like Snake would've felt unnatural after three games. The character of Raiden was created in order to appeal to female players after Kojima overheard female debuggers working on the first Metal Gear Solid remark that *"games like that only have old men as protagonists."* Raiden's presence in the game was kept a secret prior to release, with preview trailers showing Snake in situations and battles that actually occurred to Raiden in the published game, such as a battle against a Harrier on George Washington Bridge and an encounter with the new Cyborg Ninja inside the tanker.

Just like in the previous game, real life footage was utilized for the game, namely for the New York City aspects. Some of the footage was done firsthand by the Konami development team, while others were supplied via IMAGICA Corp., FRONT LINE, Inc., and ABCNEWS VIDEOSOURCE.

Because the game finished development before 9/11 but wasn't due to be released yet, several aspects ended up significantly edited to avoid highlighting any similarities to the terror attacks. The most notable changes were a sequence depicting Arsenal Gear's displacement of the Statue of Liberty and crashing through half of Manhattan was removed, as was a short coda that was supposed to appear after the credits, consisting of a newscast showing the Statue of Liberty's new resting place on Ellis Island. At the point where Solidus Snake dies, Raiden was to have cut the rope on Federal Hall's flagpole, causing an American flag to fall over Solidus' body, though the development team removed all the American flags from the game.

Additionally, several pieces of dialogue were cut, such as Liquid Ocelot claiming responsibility for Arsenal Gear ramming into Manhattan, as well as Vamp explicitly stating that



Dead Cell's plan to use the purified hydrogen bomb to nuke Manhattan outright was independent of Solidus's goal of causing an EMP, and Raiden accusing President Johnson of working for the terrorists.

For most of the game's development, Raiden's name was written in katakana as ライデン or literally "Raiden." After 9/11, his name began to be written in kanji as 雷電. The name was altered because in Japanese, "Laden" is written as ラーディン.

To a lesser extent, some artwork for the game was also altered as a result of 9/11. A notable example of this was one of the artworks that depicted Solid Snake posing near the Manhattan skyline. Originally, the skyline showed the World Trade Center, although this was edited out for the final versions of the artwork, including the version included in The Art of Metal Gear Solid 2. The original can be found on the October 2001 issue of Electronic Gaming Monthly, as it had been commissioned by Yoji Shinkawa specifically for the magazine.

Kojima's choice of composer for Metal Gear Solid 2 was highly publicized in the follow-up to the game's release. Kojima decided upon Harry Gregson-Williams, a Hollywood film composer from Hans Zimmer's studio, after watching The Replacement Killers with sound director Kazuki Muraoka. A mix CD containing 18 tracks of Gregson-Williams' work was sent to his office. Flattered by the research put into creating the CD (as some of the tracks were unreleased, and that what tracks he'd worked on for some films were undocumented), he joined the project soon after.

In order to bypass the language barrier and allow the score to be developed before the cutscenes were finalized, Gregson-Williams was sent short phrases or descriptions of the intended action. The

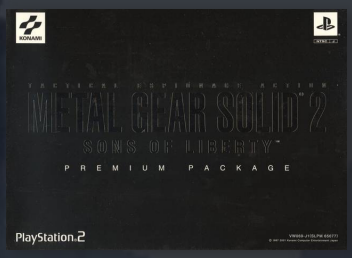
resultant themes then shaped the action sequences in return. Gregson-Williams also arranged and re-orchestrated the original "Metal Gear Solid Main Theme" for use in the game's opening title sequence. Norihiko Hibino, who had composed the music for Metal Gear: Ghost Babel, was responsible for all of the in-game music. He also worked on the majority of the game's cutscenes, re-orchestrating Gregson-Williams' "Main Theme" remix for use in several sequences. As with Metal Gear Solid, the cutscene music includes orchestral and choir pieces, while the in-game soundtrack is scored with ambient electronic music. However, the score as a whole incorporates more electronic elements than its predecessor, in order to reflect the plot's thematic thrust of a machine-dominated society. Rika Muranaka again provided a vocal ending theme, a jazz track entitled "Can't Say Goodbye to Yesterday", sung by the late Carla White.

In contrast to the original Metal Gear Solid, Sons of Liberty was released in North America first, on November 13, 2001. Because of the later release in the region, the protagonist switch was not kept a secret in the Japanese version in the weeks prior to its release. A preview event was held in Zepp Tokyo on the day of the game's North American release in which the character of Raiden was unveiled to the Japanese public. As a result, the Japanese packaging artwork depicts Raiden standing prominently next to Solid Snake, as opposed to only having Snake like on the cover artwork used for the American (and later European) version. A questionnaire was also added in the Japanese version, in which players are asked about their experience with the original Metal Gear Solid and action games in general; the answers to the questionnaire determines the difficulty level of the game and whether the player starts the game on the Tanker chapter or skips directly to the Plant chapter (an option that is only available after clearing the game once in the American version). The Japanese version has a few other additional features over the American version, including two extra game modes unlocked after completing the main game: Boss Survival, in which the player replays through the boss battles from the main game as either, Snake or Raiden; and Casting Theater, in which the player can view certain cutscenes from the main game and replace the character models.

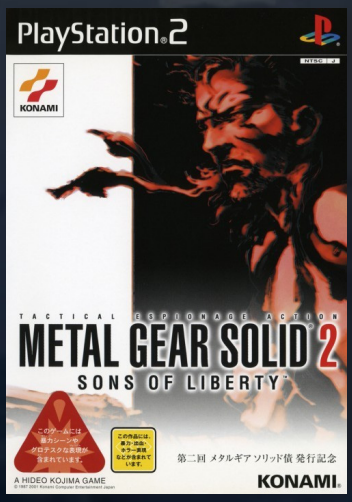
The Japanese version was released on November 29, two weeks after the American version. As with the original Metal Gear Solid, Sons of Liberty was sold in a limited "Premium Package" edition in addition to the standard release, which was packaged in a black box containing the game itself with a reversible cover art on the DVD case (with Snake on one side and Raiden on the other), a video DVD known as the Premium Disc, which features a collection of Metal Gear Solid-related commercials and trailers, a metallic Solid Snake figurine, and an 80-page booklet titled Metal Gear Chronicle featuring artwork and commentary about the series.

The European version, which was initially scheduled for February 22, 2002, was released on March 8, nearly four months after the other regions. The added features from the Japanese release were carried over to the European version, along with a new difficulty setting (European Extreme). The European version came packaged with a video DVD titled The Making of Metal Gear Solid 2. As

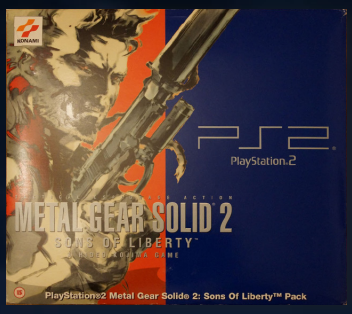
Premium Package (jp)



Shareholder Edition (jp)



PlayStation 2 Bundle Pack (eu)



Korean Release

well as collating all of the game's promotional trailers and a GameSpot feature on the game's final days of development, it features a titular documentary produced by French television production house FunTV, which was filmed at KCE Japan West's Japanese studio. The DVD was included as an apology to European consumers for the several month delay that had occurred since the original November release in North America and Japan, which saw numerous European gaming magazines detail the various twists in the game.

As a result of promising trailers and the huge commercial success of its predecessor Metal Gear Solid, there was a high level of anticipation in the gaming community surrounding the release of Metal Gear Solid 2: Sons of Liberty. The game's E3 2000 demo, surprised many spectators with its level of realism and played a key role in the PlayStation 2 console's early success.

In the United States, the game sold 500,000 units within two days of release, and 680,000 copies within five. By July 2006, it had sold 2 million copies and earned $85 million in the United States alone. Next Generation ranked it as the 16th highest-selling game launched for the PlayStation 2, Xbox or GameCube between January 2000 and July 2006 in that country. In Japan, the game sold 400,000 units in its first day, in addition to its 600,000 pre-orders in that country. The game's PlayStation 2 version received a "Platinum" sales award from the ELSPA, indicating sales of at least 300,000 copies in the United Kingdom. It ultimately sold 7 million copies worldwide, making it the highest-selling game in the series.

Metal Gear Solid 2 received a critical average of 96% on Metacritic, where it is the fourth highest-rated game on the PlayStation 2, and the tied sixth highest-rated game of all time. Game Informer gave the game a score of 10/10 (notably, this is the second game Game Informer ever gave a 10/10 score), and it received high reviews from nearly all major publications and websites. GameSpot gave the game a high 9.6 rating, stating, *"It boils down to this: You must play Metal Gear Solid 2"*. Critics praised the title's stealth gameplay and the improvements over its predecessor, as well as the game's level of graphical detail, particularly in the use of in-game graphics to render plot-driving cutscenes.

The title's storyline was initially divisive and became the source of controversy. The storyline explores many social, philosophical and cyberpunk themes in great detail, including meme theory, social engineering, sociology, artificial intelligence, information control, conspiracy theories, political and military maneuvering, evolution, existentialism, censorship, the nature of reality, post-truth politics, child exploitation, and taboos such as incest and sexual orientation. Hideo Kojima's ambitious script has been praised, some even calling it the first example of a postmodern video game. However, some critics considered the plot to be *"incomprehensible"* and overly heavy for an action game, and also felt that the lengthy dialogue sections heavily disrupted the gameplay and that the dialogue itself was overly disjointed and convoluted. The surprise introduction of Raiden as the protagonist for the majority of the game (replacing long-time series protagonist Solid Snake) was also controversial with fans of Metal Gear Solid.

Metal Gear Solid 2 is often considered the first example of a postmodern video game and has often been cited as a primary example of artistic expression in video games. In his paper How Videogames Express Ideas, Matthew Weise of

the Massachusetts Institute of Technology described Sons of Liberty as *"perhaps the most vivid example of a game that uses tension between different levels of player agency to fuel a multi-faceted ideological argument,"* noting Solidus Snake's suggestion of the United States being a *"totalitarian regime of thought control"* and pointing to the *"very meta concept"* of *"how the designer's imposed plan or path for the player maps to the tyrannical nature of the government"*, where, *"like the player, Jack has no agency other than what his puppet masters give him."* In the book Joystick Soldiers: The Politics of Play in Military Video Games, Tanner Higgin examined the game's *"resistant and subversive counter-history of military engagement,"* describing its *"convoluted narrative and unconventional gameplay logics"* as a *"critique"* of *"the very networks of biopolitical and informational control that comprise the postmodern military, and posthumanity generally,"* and noting that it *"purposefully manufactures frustration and negative affect"* to *"highlight the typically unexamined codes, conventions, and hidden pleasures of the military game genre."*

Jeremy Parish of 1UP.com notes that *"Metal Gear Solid 2 is a game built on misinformation"* and that it *"was simply too avant-garde—too clever—for its own good."* Steven Poole commented in a 2012 Edge column, *"the story of MGS2, with its mythic wit and sweep, is still in a different league from the vast majority of videogame yarns. ... [H]owever, the fact that MGS2 still seems so avant-garde today might well prompt a worry: does it represent the pinnacle of a now-vanished era, the age of the experimental mainstream? This was, after all, a big-budget commercial boxed product that gleefully took risks and subverted genre conventions at every turn. Modern blockbuster games play it painfully safe by comparison."* Gamasutra has compared the game's themes to the philosophies of Thomas Hobbes, Friedrich Nietzsche, and Georg Wilhelm Friedrich Hegel, as well as the more recent social media and social gaming trends.

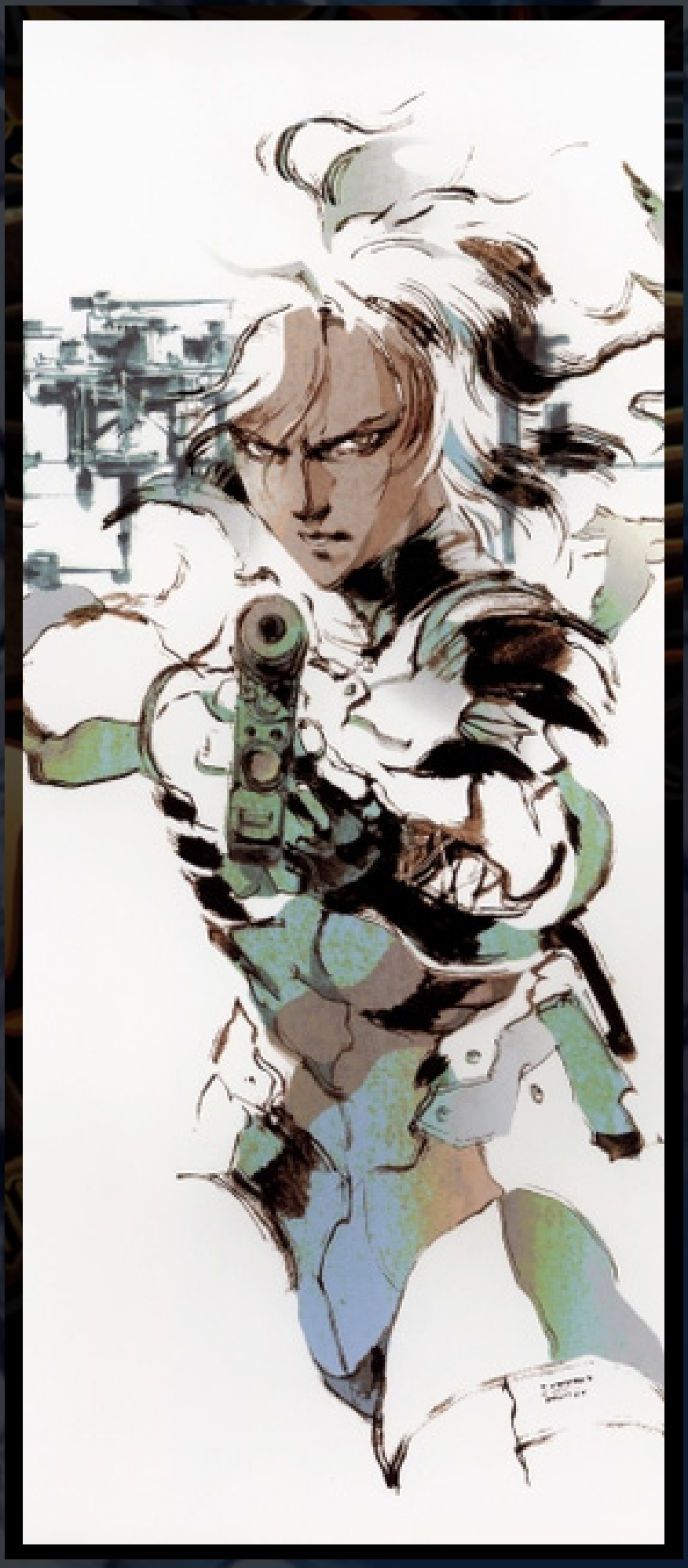
Fifteen years after its original release, Alex Wiltshire of Glixel found the game to be *"strangely prescient of not only its own time but also today"*, noting how it dodged *"truth at every turn"* and comparing it to post-truth politics, Facebook's curated News Feed, and the 2016 United States presidential election. Nicholas Montegriffo of Moviepilot further draws comparisons to contemporary concepts such as fake news, echo chambers and alternative facts. According to Cameron Kunzelman of Vice, Metal Gear Solid 2 is still politically relevant in 2017. In March 2018, GamesRadar drew comparisons to recent political events including the Facebook–Cambridge Analytica data scandal and the investigations involving Russian interference in the 2016 United States elections.

In a 2006 viewer poll conducted by Japan's Famitsu magazine of top 100 games of all time, Metal Gear Solid 2 was ranked at #42 in the poll. In the 200th issue of Game Informer Magazine in 2009, its list of top 200 games of all time ranked the game at #50 on the list. Metal Gear Solid 2 was ranked #7 in Game Informer's 2008 list of the top ten video game openings. In 2010, GamesRadar included the game in its list of top seven games *"with mega plot twists you never saw coming."* The game was included in Tony Mott and Peter Molyneux's 2011 book 1001 Video Games You Must Play Before You Die. It has also been listed as one of the best games of all time by Electronic Gaming Monthly, Empire, GameFAQs, GameRankings, IGN, Metacritic, Slant, and Stuff.

In 2009, Wired included the game in its list of "The 15 Most Influential Games of the Decade" at #13, concluding that every *"videogame story that subverts a player's expectations owes a debt to the ground broken by Metal Gear Solid 2."* The artistic influence of Metal Gear Solid 2 can be seen in later video games such as Goichi Suda's similarly postmodern game Killer7, the similarly metanarrative game Portal, the survival horror title Eternal Darkness: Sanity's Requiem, and particularly the first-person shooter BioShock, which featured a similar plot twist to Metal Gear Solid 2. Several game mechanics developed in Metal Gear Solid 2, such as the cover system and laser sight mechanic, have since become staples of stealth games as well as shooters, including Kill Switch (2003), Resident Evil 4 (2005) and Gears of War (2006). According to Kojima, Metal Gear Solid 2 paid more *"attention to the surroundings"* in real-time and later *"games like Call of Duty have followed this trend of making your surroundings more realistic."*

The early anticipation that surrounded Metal Gear Solid 2 since its E3 2000 demo has also been credited as a key factor in the PlayStation 2's best-selling success and dominance during the sixth console generation, as well as the demise of Sega's Dreamcast. According to John Szczepaniak, *"MGS2 was the game which single-handedly sold Sony's new PlayStation 2 to the masses."* MGS2, along with its predecessor, has been featured in the Smithsonian American Art Museum's exhibition The Art of Video Games in 2012.

Metal Gear Solid 2: Sons of Liberty - HD Edition was released on the PlayStation 3 and Xbox 360 in 2011 and for the PlayStation Vita in 2012. The PS3 and Xbox 360 versions feature an increased 720p resolution and a 16:9 aspect ratio, providing a clearer and wider view of the player's surroundings compared to the original 480p resolution and 4:3 ratio of the PlayStation 2 version, while the PS Vita version runs at qHD resolution. Cutscenes can now be viewed in fullscreen or letterboxed format, while online achievements/trophies have been added as well. Most of the additional content from Metal Gear Solid 2: Substance has also been ported in this version, such as the Missions and Snake Tales modes, although the Skateboarding minigame that was present in the PlayStation 2 version of Substance is absent. The PS3 and Vita versions have a "transfarring" option that allows players to transfer save data between both versions through a wi-fi connection or a cloud network. The Vita version has touchscreen and touchpad support for certain gameplay functions such as switching between items and weapons or zooming into cutscenes.



The Document of Metal Gear Solid 2

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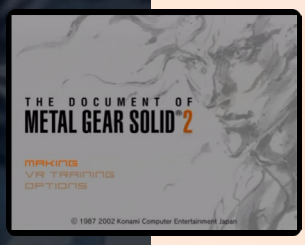


DECK-A, CREW'S QUARTERS

Developer	KCEJ
Publisher	Konami
Release date	(jp) September 12, 2002
Genre	Miscellaneous
Mode	1 Player

The Document of Metal Gear Solid 2 is an interactive "making of" documentary released for the PlayStation 2 on September 12, 2002 in Japan and September 24 of the same year in North America. It allows the player to view all of the polygonal models used for characters, mechanics and areas in the game and listen to the game's soundtrack.

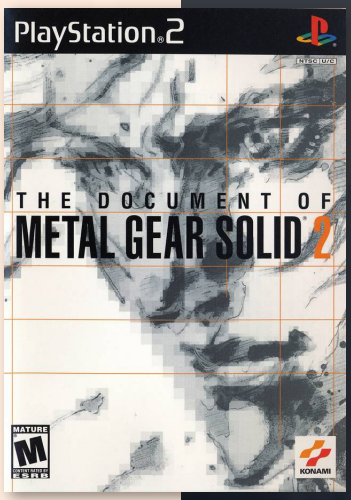
The disc also features all of the real time cut-scenes from the game with the audio removed and their respective storyboards, allowing the player to actively explore them and control them. Other features include special behind-the-scenes footage, all of the game's pre-release trailers, the completed script, Hideo Kojima's original game plan (available only in Japanese), the chronicle of Metal Gear Solid 2, and a gallery of Metal Gear Solid related products and merchandise (including concept models of Metal Gear Solid).

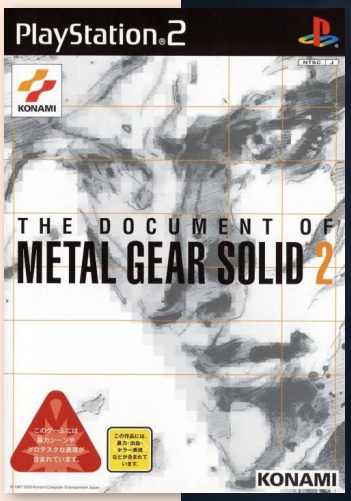
The disc also includes five "VR Training" levels that served as a precursor to Metal Gear Solid 2: Substance.

Although it did not receive a standalone European release, the disc was packaged in the initial PAL release of the PlayStation 2 version of Metal Gear Solid 2: Substance for no extra charge, to compensate for both games' delayed releases (only the initial print run of the game included the disk, as indicated by a sticker on the cover). The cover of this edition could be reversed to reveal a Document of Metal Gear Solid 2 cover.

The Document of Metal Gear Solid 2 was also included in the 20th Anniversary Edition re-release of the original Metal Gear Solid 2 in Japan, as well as in the complete 20th Anniversary Collection.

"metalgear.fandom.com"



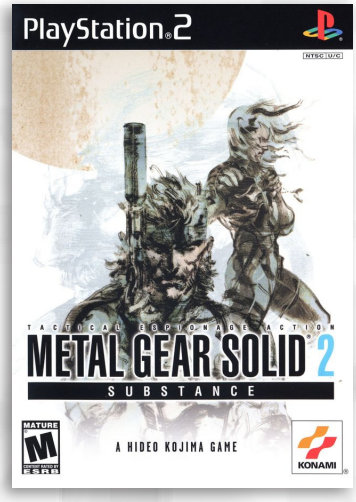


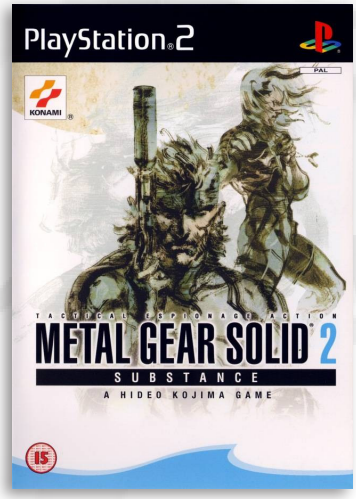
European promo.

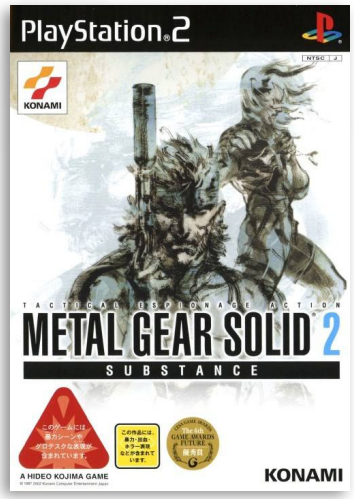
J N P

Metal Gear Solid 2: Substance

8.7



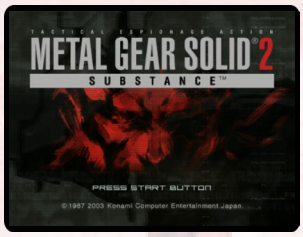


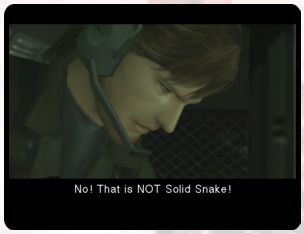


Developer	KCEJ
Publisher	Konami
Release date	(jp) December 19, 2002
Genre	Action-adventure
Mode	1 Player

Metal Gear Solid 2: Substance, the expanded edition of the game, was released on the Xbox and Windows in addition to the PS2. The Xbox version was initially released in North America as a timed exclusive for the console on November 5, 2002. This was followed by the PlayStation 2 version, released in Japan on December 19 of the same year. Substance was eventually released on PlayStation 2 and Windows in North America and on all three platforms in Europe in March 2003. The console versions were developed internally by KCE Japan, whereas the Windows port was outsourced to Success.

Substance contains several supplemental game modes in addition to the main story mode from the original Sons of Liberty releases. The main game contains all the changes and additions that were made in the Japanese and European versions of the original release (e.g. Boss Survival, Casting Theater, European Extreme), along with further additional changes. Players can now start the main story mode at the Tanker or Plant chapters without the need to answer a questionnaire first and a new set of collectible dog tags have been added (exclusively on the PlayStation 2 version) based on names submitted from a second contest in addition to the original (2001) set. The visual effect for the thermal goggles was also changed in Substance and the FHM-licensed posters that adorned several locations in the original Sons of Liberty version have been replaced with public domain images (these were also replaced in The Document of Metal Gear Solid 2). The Xbox and Windows versions feature slight dialogue changes during certain control explanations in which the term “analog stick” was substituted with “thumbstick” (Microsoft’s preferred term). The controls were also slightly altered for the Xbox version, due to its fewer shoulder buttons (clicking on the left thumbstick switches between normal and first-person view, while the Y button serves as a lock-on for the player’s aim). The Xbox version has support for 5.1 surround sound.





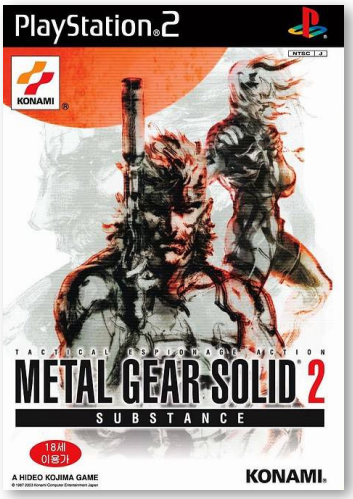
The primary addition of Substance is the inclusion of an extra missions mode with 350 VR missions set in a computer-constructed environment and 150 "Alternative" missions set in areas from the main story. The player can choose to play these missions as Solid Snake or Raiden, with alternate versions of both characters (in different outfits) becoming available as the player progresses. These missions are divided into eight categories (although not all of them are available to every character): Sneaking, Weapon, First Person View (which simulates a first-person shooter), Variety, Hold Up, Bomb Disposal, Elimination, and Photograph.

The other new addition is "Snake Tales", which is a set of five story-based missions featuring Solid Snake as the player character. These missions are primarily set in the Big Shell and involve characters from the main story in new roles such as Fatman, Emma, Vamp and Solidus Snake, while one mission set in the Tanker has Meryl Silverburgh (from the original Metal Gear Solid) as the main antagonist. These missions, which are unrelated to the main story, have no voice acted cutscenes - instead, the story is told through text in interludes.

Exclusive to the PlayStation 2 version is a skateboarding minigame in which the player control Snake or Raiden in a pair of Big Shell-themed levels. The player has to complete a set of objectives before time runs out, which range from collecting dog tags scattered throughout the level to blowing up parts of Big Shell. The minigame uses the same engine from Evolution Skateboarding, which was developed by Konami Computer Entertainment Osaka.

On release, Famitsu magazine scored the PlayStation 2 version of the game a 35 out of 40.

Korean Release



Konami Palace Collection

PAL Reissue without Document of MGS2

METAL GEAR SOLID 2
SUBSTANCE

PLAYER, HAYTER?

by: Play TM (AU) 2004 #4

RUMOURS OF SNAKE'S DEMISE POSSIBLY NOT EXAGGERATED

Some interesting news has emerged surrounding the prospective casting of Hideo Kojima's next *MGS* instalment. On 26 March, news stories started popping up across the internet detailing an open casting call, apparently put out for voice performers to fill the open roles in Konami's imminent jungle stealth-'em up.

The biggest suprise here? Well, the cast list, which featured over twenty named characters (including such intriguing monikers as 'The Sorrow', 'The End' and 'Major Zero') also put out the call for a voice actor to play Snake himself, suggesting David Hayter will not be returning to lend his gravel-dragging tones to the character. Hayter has previously voiced Solid Snake in both *Metal Gear Solid* titles. However, there are several possible reasons for his non-involvement this time around.

Will a *Metal Gear* title be the same without Snake's dulcit brand of gutteral grunt?

Firstly, *Snake Eater* is set in 1964 and is therefor removed from the pseudo-modern technological influences of *MGS1 & 2* - many internet rumours have suggested that the 'Snake' of *MGS3* is more likely a forebear of Snake rather than the man himself. Another possibility is that *Snake Eater's* protagonist is actually Big Boss, the original soldier from whom the Snake line was cloned. Of course, there could be another, altogether more simple answer - that Snake, having not begun his smoking habit in the mid-sixties, merely sounded younger, and Konami is searching for a less grizzled tone to give voice to a younger Snake. Interestingly, the casting sheet also put out a call for Ocelot, suggesting that Patrick Zimmerman will also not be returning to his familiar character, while current internet speculation suggests Hayter might well be busy writing Alan Moore's *Watchmen* for the big screen.

David Hayter is currently providing voiceover duties for Eido's *Shellshock: "Nam '67.*

Whatever the answer may be, Konami has so far declined to dignify the press release with a response, stressing that "Konami policy is we don't comment on rumour."

Ocelot has been a fan favourite, but how did the crow-footed cowboy sound in the sixties?

SNAKES ALIVE

by: PSW (AU) September 2003 #14

MORE DETAILS OF SNAKE'S LATEST ADVENTURE REVEALED.

WITH OTHER MAGAZINES STILL FLAILING IN THE wake of our trail-blazing preview last month, anticipation over the next *Metal Gear Solid* is already starting to reach fever pitch here in the office, and that's despite it still being over a year to release!

Producer Hideo Kojima is being predictably tight-lipped about his latest project, but that hasn't stopped the odd detail and rumour trickling out of Konami HQ. For one, there's the whole hunting concept, and while it's still true that the more of a certain animal he eats the more he'll acquire a taste for it, it's essential for Snake to maintain a balanced diet. Only by varying his calorific intake can Snake maintain his stamina and concentration, otherwise he'll find himself slowing down, even developing the shakes if things get really bad.

Other snippets of information *PSW* has recently discovered are the confirmation that the radar system that proved so vital in the first two games will definitely not be back for the third - partly to make things more intense - and that Snake can break his bones, especially if falling from high ledges and branches.

One thing Mr Kojima has confirmed however is that *Metal Gear Solid 3* is set during the 60s, further adding fuel to the rumour that you play as Big Boss - Snake's father. And while there won't be any kind of Raiden style character swapping, as with *MGS2*, Kojima has promised a major plot twist at the end. Now if that doesn't sound exciting we don't know what does.

SNAKE TAKES SHAPE

by: PSW (AU) 2003 #15

METAL GEAR 3 STARTS SOLIDIFYING BEFORE OUR VERY EYES.

WE'VE HEARD A HELL OF A LOT OF RUMOURS ABOUT METAL *Gear Solid 3*, but you wouldn't be interested. Oh, you would? Okay, here we go: the game is definitely set in the 60s, and no, there aren't any time machines involved, so the theory that you play as Snake's clone nemesis Big Boss is pretty strong right now. You'll be able to trap animals and human enemies in a variety of ways, and store them for while for food. If you don't keep warm at night, you'll freeze to death. About two-thirds of the game is set in the jungle, with the remainder centring around the enemy base, but there will be no loading times between any jungle areas.

As well as hanging off branches to shoot, you'll also be able to throw small live animals like snakes at enemies to poison or distract them. We've even heard you'll be able to catch a monkey, strap explosives to its back and let it loose on enemy troops before blowing it to pieces. Oh boy, yes. There are 40 different types of food to eat, and Snake will develop a taste for some foods above others. The ability to download camouflage still hasn't been worked out quite yet, but it will make an appearance in the finished game. Meanwhile, you'll be able to play dead if you're near other corpses and hope the guard don't spot you. A version of the Metal Gear will make an appearance, and we're expecting to see younger versions of Revolver Ocelot, Psycho Mantis and Raven popping up as well. And one other thing. The rumour-mongers claim that there is a completely online *Metal Gear Solid* game in the works, but that it's proving very tough to get working. Keep it up, Kojima!

Interview

by: Play July 2003

Hideo Kojima
Konami Computer Entertainment Japan

games shown at E3
Metal Gear Solid 3: Snake Eater

"You will be experiencing two different kinds of battles: the hide and seek in the jungle and the hide and seek in the buildings"

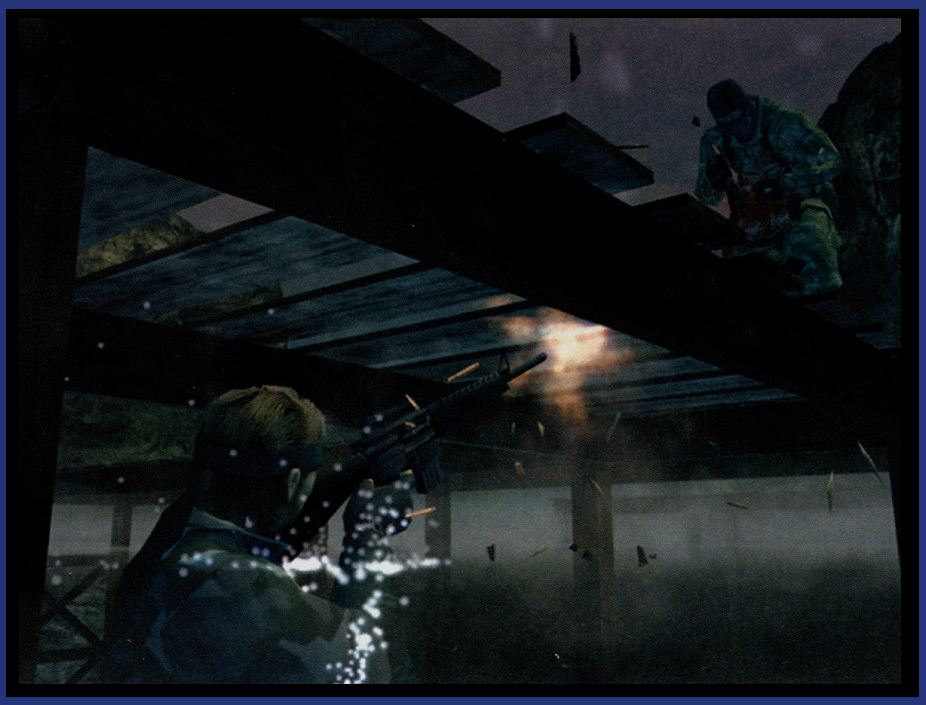
interview Chris Hoffman & Michael Hobbs
on-site translator Scott Dolph

The meaning of the subtitle: Snake Eater

"I guess it's a nickname for the Delta Force and the Green Berets. And the theme of the game is the jungle and you have to survive by finding food. You'll be eating snakes literally, and yourself as a Snake. And then you saw it says "the birth of reptiles" in the trailer. There may be a couple of hidden meanings in the name too, but we can't yet reveal them."

The trailer seemed to emphasize a lot of action. Will the stealth elements still be a major part of the game?

"First of all, two-thirds of the game will consist of the mission in the jungle or the forest like you saw in the trailer. The rest of the game takes place in artificial environments like buildings. And there will be hiding in the jungle as well. If an enemy sees you, of course you will have to fight: You will be experiencing two different kinds of battles: the hide and seek in the jungle and the hide and seek in the buildings. Since one of the new themes is the jungle, we wanted to show you the battles in the jungle and the stealth in the jungle. That's what we've done in the trailer. Also, the guards in the buildings and the soldiers in the jungle will behave differently. In the buildings, it will be a lot like MGS2 and enemies will sweep and clear areas like they did in that game. In the jungle, they will be stalking or tracking. You will see the different sets of AIs that behave very differently." Also, the guards in the buildings and the soldiers in the jungle will behave differently. In the buildings, it will be a lot like MGS2 and enemies will sweep and clear areas like they did in that game. In the jungle, they will be stalking or tracking. You will see the different sets of AIs that behave very differently."



How will this fit into the Metal Gear continuity? I noticed it said 1961, 1962, et cetera in the trailer.

"As you can see in the video, it goes back in time. This is the first time I've said clearly it's in the past. It takes place during the Cold War era, when spies were really spies and when espionage was the big thing."

Will you be playing as a different Solid Snake? Maybe Big Boss?
"That I'll leave to your imagination. It could be Snake in a way. He could be different, but he's not different.

What effect did the response to MGS2 have on the creation of Metal Gear Solid 3?
"I guess the biggest thing is that Raiden is not appearing in MGS3! Actually, Raiden is quite popular in Japan, so I'd like to bring him back in some game, but not this one. Also, while the gameplay of MGS1 was loved by everyone, in addition, everyone really liked the story. So I tried to make the story more complicated in MGS2, but some people didn't like it. So we're going back to the beginning in MGS3. In MGS1, when Snake infiltrates the base, I guess a few people betray him. But in MGS2, everyone betrays everyone. In MGS3, we're not going to make the human relationship as complicated."

Do you anticipate continuing the story of the Sons of Liberty, Revolver Ocelot, etc?
"Yes, probably. We know people are curious about what happened after Sons of Liberty. So we'll try to go back and leave some clues in MGS3 about what happens in the future. But what we really wanted to create is a game based in the jungle so that the player can experience field combat."

How did setting the game in the jungle allow you to change the gameplay experience?
"What you've played so far up until Metal Gear 2 all took place in buildings, artificial locations, where everything is at a 90 degree angle. You have walls, ceilings and floors: flat surfaces. But in the jungle, you don't get any of that. You might have little mounds that you have to climb up, there might be cliffs, or there might be huge bumps that you cannot see beyond. You might have to climb up a tree and up to the branches to reach other areas. This changes the gameplay totally.

MGS3 is not a first person shooter, nor does the camera follow directly behind the player. The things is that you always start at the bottom of the screen, the south, and you go up, north, But you cannot take a direct path. There are many PC games which are set in the jungle, but they all have paths. In MGS3, in our jungle, there are no set paths so you can go in any directions, there are no set routes. And there are many games where you might fall from a high place and it's game over or you lose a lot of life. But in MGS3 you might break a leg, and you can drag it along or treat it properly. These are the kinds of things you need to do in the jungle to survive, and all that is in the game."

That must have been an incredible challenge to develop...
"Yes. In MGS 1&2, you always start out near the entrance to the enemy base. In real life, you never have the opportunity to land right near the enemy base. The enemy will spot you. You would probably parachute down and maybe a few hundred miles from the enemy base and that's where you start your infiltration. Let's say you want to infiltrate a base in country A, well, you never land in country A, you start in country B, near the ocean, desert, or jungle. This is the most fun part of infiltrating. You'll trek through the jungle, you might get bit by a poisonous snake, you might be weakened by the cold, but then you finally make it to the base. And since you have to feed yourself, you can hunt and capture snakes or other animals and eat them. Of if you don't want to do that you can steal food from an enemy base. But this is Metal Gear so the main objective is to accomplish a sneaking mission.

KONAMI
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SNAKE EATER
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Metal Gear Solid 3: Snake Eater

9.1

Think you can pull the trigger?

Do you love her?

Developer KCEJ
Publisher Konami, (au) Atari
Release date (us) November 17, 2004
Genre Action-adventure
Mode 1 Player

J N P

Metal Gear Solid 3: Snake Eater was the fifth Metal Gear game written and directed by Hideo Kojima and serves as a prequel to the previous installments.

Set in 1964 (thirty years before the events of the original Metal Gear), the story centers on the FOX operative codenamed Naked Snake as he attempts to rescue a Russian rocket scientist by the name of Nikolai Stepanovich Sokolov, sabotage an experimental superweapon, and assassinate his defected former boss. While previous games were set in a primarily urban environment, Snake Eater adopts a 1960s Soviet jungle setting, with the high tech, near-future trappings of previous Metal Gear Solid games being replaced with the wilderness. While the setting has changed, the game's focus remains on stealth and infiltration, while retaining the series' self-referential, fourth-wall-breaking sense of humor. The story of Snake Eater is told through numerous cutscenes and radio conversations.

The gameplay of Snake Eater is similar to that of previous games in the Metal Gear Solid series. Snake, controlled by the player, must move undetected through a hostile, enemy-filled environment. Although Snake acquires various weapons (ranging from handguns to rocket-propelled grenades), the emphasis is on using stealth to avoid confrontations. A number of objects and gadgets can be found along the way to aid in this, including motion detectors to track hostile soldiers, and the Metal Gear series' trademark cardboard box, which Snake can hide under to avoid visual detection.

Despite the fundamental similarities, Snake Eater introduces many new aspects of gameplay not present in previous Metal Gear games, including camouflage, a new hand-to-hand combat system called "close quarters combat" or "CQC", a stamina gauge, and an injury-and-treatment system.

Approximately two-thirds of the game is set outdoors in a Soviet Union rainforest, and using this varied environment to its fullest potential is often the key to success. Of the new features,

particular emphasis is placed on camouflage and using the jungle environment itself (for example, climbing trees or hiding in tall grass) to avoid being seen by the enemy. The advanced radar from previous games has been removed in favor of a simple motion detector and sonar system more suitable for the game's time period.

A percentage value called the "camouflage index" gauges Snake's exposure, on a scale from negative values (highly visible and attracting attention) up to 100% (completely invisible to the enemy). In order to minimize visibility, the player must switch between different camouflage uniforms and face paints to blend in with the environment; for example, wearing a bark-patterned uniform while leaning against a tree, or wearing striped face paint while hiding in tall grass. Other devices for camouflage, such as a fake gavial head to decrease chances of being detected in water, are also available.

The basic close combat from previous installments has been heavily refined and expanded into the CQC system. When unarmed or using a one-handed weapon, Snake can grab opponents and put them in a chokehold, at which point a variety of actions can be performed, such as choking the enemy unconscious, slitting the enemy's throat, or interrogating them at knifepoint to obtain information. The context, the pressure applied to the button, and movement of the analog stick determine the action performed.

While previous games used only a simple life bar, Snake Eater also keeps track of injuries over the entire body. For example, a long fall could fracture Snake's leg, slowing him down until the injury is properly treated with a splint and bandage. Unless these injuries are treated, Snake will not be able to fully recover his health for some time.

The location brings in the need to rely upon native flora and fauna to survive. This is manifested in a stamina gauge, which constantly depletes during gameplay. Failure to restore the gauge by eating has detrimental effects on gameplay, such as decreasing Snake's ability to aim his weapon and being heard by the enemy due to Snake's loud stomach grumbles. Food can be stored in the backpack until it is needed. However, some types of food rot over time, and consuming rotten foods may result in Snake developing a stomach ache, causing the stamina gauge to deplete faster.

The PlayStation 2 versions of Snake Eater include a minigame titled "Snake vs. Monkey", in which Snake has to catch Ape Escape-style monkeys. In addition to containing tongue-in-cheek humor, bonus items usable in the main game can be unlocked by progressing through various stages.

The game was officially announced at E3 2004. However, prior to its official announcement, a voice cast sheet was leaked.

The game was originally supposed to be developed for the PlayStation 3, but due to the long wait for PS3, the game was instead to be developed for the PlayStation 2. From the outset, Hideo Kojima wished to drastically change the setting from previous games in the series. He stated that the jungle setting was what both his development team and the Metal Gear fans wanted. However, he acknowledged that the elements of a jungle environment, such as the weather, landscape, and wildlife were features that would present problems during the game's development. Whereas in previous installments the player started out close to, or even within, the enemy base, Kojima wished Metal Gear Solid 3 to be more realistic, with Snake starting

out miles from the enemy and having to work his way to the enemy encampment.

Kojima commented that the outside environment was very difficult to create. He explained that the reason previous games were primarily set indoors was because the current consoles at the time were not powerful enough to portray a true jungle environment. In contrast with urban environments, the outdoors do not have a flat surface, resulting in Snake having to cross uneven terrain such as rocks, dirt mounds, and treestumps. As a result, the collision engine used in previous installments could not be used, and a new one had to be built. Setting up the motion capture technology to fit with the terrain was also a challenge during development.

With all the features and graphics that were implemented, the game was given a lower frame rate at 30 frames per second, compared to Metal Gear Solid 2's 60 frames per second.

Many fans wanted Metal Gear Solid 3 to use a interactive camera rather than a fixed camera, but this was ultimately not implemented in the game. Kojima viewed Metal Gear Solid, Metal Gear Solid 2, and Metal Gear Solid 3 as a trilogy, and wished to keep the camera the same as the previous two in order to keep the feel of the three games the same. He did, however, acknowledge that the trend for video games at the time was to use the interactive camera. This camera was later implemented in an updated version of Metal Gear Solid 3 titled Metal Gear Solid 3: Subsistence and was also implemented in Metal Gear Solid: Portable Ops and Metal Gear Solid 4: Guns of the Patriots.

Kojima designed Metal Gear Solid 3's boss battles to be different not only from those in previous Metal Gear games, but also from any other game. He said that the boss battle with The End best represented free, open gameplay in the game, as the battle with The End is fought in a large, open environment in the outdoors rather than within a building. The player also has the ability to both avoid this boss battle altogether by killing The End earlier in the game; or save and quit during the fight, wait a week, and reload the game to find The End having died of old age. Kojima commented that features like this did not appear in other games.

In one of his blogs, Kojima stated that in early development, the game's storyline featured a space development theme. However, as the game's development progressed, that theme lost its significance, so the developers ultimately removed it from the game. In addition, the game was to have taken place during August 24, 1963, which was Kojima's date of birth, but was instead set a year later in order to factor John F. Kennedy's assassination into the plot. Kojima and other staff members also intended to visit the International Spy Museum in Washington, D.C. to gain more ideas for the Cold War setting of the game, but their plans were put on indefinite hold and eventually cancelled due to the

Beltway Sniper Attacks.

During the story, it was originally intended that Snake and various Russian-aligned characters would have spoke in fluent Russian. While Akio Ōtsuka was open to the idea, the rest of the cast was not. As a result, Kojima decided to present foreign languages generally how Hollywood films does it (ie, have the characters speak English, or Japanese in this case, while implying that they're actually speaking in another language).

Along with several re-releases, the original version of Metal Gear Solid 3 has received the greatest number of updates compared to other games in the series. Overall, there are four versions: Metal Gear Solid 3: Snake Eater, Metal Gear Solid 3: Subsistence, Metal Gear Solid 3 HD (a component of Metal Gear Solid: HD Collection) and Metal Gear Solid: Snake Eater 3D.

Metal Gear Solid 3's musical score was composed by Norihiko Hibino and Harry Gregson-Williams, who provided material for both cut-scenes and the game itself. The game features a largely orchestrated soundtrack, along with the return of "Metal Gear Solid Main Theme." Hibino wrote the game's opening theme, "Snake Eater", a distinctly James Bond-like vocal track performed by Cynthia Harrell. Composer and lyricist Rika Muranaka provides a song called "Don't Be Afraid" which is played during the game's ending, performed by Elisa Fiorillo.

In a break from tradition, one of the ending themes of the game is not an in-house production, but Starsailor's "Way to Fall." Kojima later revealed in his blog that he originally wanted to use "Space Oddity" and "Ashes to Ashes" by David Bowie for the ending themes because of the space development theme of the game that was in the game's early development. One of his colleagues then advised him to listen to Stellastarr, though Kojima instead listened to Starsailor. He liked the song "Way to Fall" and chose it as an ending theme.

Metal Gear Solid 3 contains many references to musician David Bowie's Major Tom character. Major Zero uses the alias Major Tom briefly, however, he mentions that it is a reference to one of the tunnels in the 1963 film The Great Escape. The Fury is a former astronaut and wears a protective uniform that resembles a space suit. Both his words, "I'm coming home", and his outfit is a reference to "Major Tom (Coming Home)." Kojima also originally planned to have Bowie's songs "Space Oddity" and "Ashes to Ashes", both of which feature Major Tom, play during the end credits. During an early radio conversation, Snake asks the major, "Can you hear me, Major Tom?", which is a direct quote from "Space Oddity."

The scene where Naked Snake jumps from the sewer exit is a direct reference of the 1993 film The Fugitive. A secret scene that is accessible if the player retained the transmitter without removing it by the time the player arrived at the waterfall cave in Tikhogornyj has EVA removing the transmitter with the shadows engaging in a wrestling match

akin to Austin Powers. Several of the scene cuts were also a direct reference to the drama series 24.

Snake Eater was a commercial success and sold 3.6 million copies worldwide by August 2005. Although this is considerably lower than Metal Gear Solid 2: Sons of Liberty, which has sold 7 million copies to date, critics were pleased with the new protagonist, Naked Snake—who strongly resembles the series protagonist Solid Snake—after fans were disappointed by Raiden in MGS2. Some critics, who found the lengthy dialogues and the multitude of plot twists in Sons of Liberty to be detrimental to the game experience found the storyline of Snake Eater a pleasing throwback to the original Metal Gear Solid, with less of the *"philosophical babble"* present in Sons of Liberty.

Metal Gear Solid 3: Snake Eater was critically acclaimed, and was given high scores by some of the most prominent gaming critics. Gaming website IGN awarded a 9.6/10 and Edge rated it 8/10. GameSpot, who granted it an 8.7/10, commented that the game is *"richly cinematic"* and *"a great achievement."* GameSpy hailed it as *"probably the best Metal Gear Solid game yet"*, and Eurogamer called it *"overwhelmingly superior to MGS2: Sons of Liberty"* in their review.

Reviewers had mixed opinions about the game's camouflage system. Edge commented that *"laying, camouflaged, in short grass inches away from a patrolling enemy is a gripping twist on stealth,"* while GameSpy criticized it as *"just a number to monitor and not a terribly interesting one."* Out of the variety of new features, GameSpot called it *"the most important and best implemented."* The game has also been criticized for its low frame rate, which has been reduced to 30 frames per second (compared to 60 frames per second in Sons of Liberty).

The cut scenes of Snake Eater have been called *"visually exciting and evocative, beautifully shot"* by Edge. However, they commented that the script *"ranges from awkward to awful"* and criticized David Hayter's performance as Snake, concluding that *"Snake Eater's speech is not up to the standard of other games, let alone cinema."* GameSpot said that some of the humor *"falls flat, as if lost in translation from Japanese"* and *"should appeal to... hardcore fans but... takes you out of the moment."*

Snake Eater was developed as a prequel to the entire Metal Gear series, and was followed by several direct sequels: Metal Gear Solid: Portable Ops, Metal Gear Solid: Peace Walker, Metal Gear Solid V: Ground Zeroes, and Metal Gear Solid V: The Phantom Pain. In 2011, Kojima revealed that he floated the idea of a Metal Gear Solid 5 set during the World War II invasion of Normandy, showing The Boss and Cobra Unit's assistance in the fight. However, the team was hesitant about such a big project and Kojima later felt that *"simply dropping MGS5 on the younger staff members was a bit heavy."*

The game has since been listed on several "Best of ..." lists by videogaming publications. In 2009, IGN placed Subsistence at number 3 on its "The Top 25 PS2 Games of All Time" list. GamePro listed Snake Eater and Subsistence at 8th place on its list of "The 36 Best PS2 Games" in 2010. That same year, IGN ranked Snake Eater 2nd on its list of the "Top 100 PlayStation 2 Games", and said that it had *"the best story in the franchise."* In 2013, GamesRadar placed the game at number 22 on its "The 100 Best Games of All Time" list.

"metalgear.fandom.com"

9.4

Metal Gear Solid 3: Subsistence

J N P

Developer	Aspect
Publisher	Konami
Release date	(jp) December 22, 2005
Genre	Action-adventure
Mode	1 (-8) Player(s)

Subsistence continues the Metal Gear Solid series tradition of follow-up expanded versions. While previous releases, such as Metal Gear Solid: Integral and Metal Gear Solid 2: Substance included skill challenge missions and/or side story missions, Subsistence eschews the extra single-player missions to include updated versions of the series' first two games, Metal Gear and Metal Gear 2: Solid Snake, a brand-new competitive online mode, and a fully 3D, user-controlled camera in the main portion of the game. Because of all the additional content that was added, the Subsistence edition was split into two discs: the first disc contains the main game only (including the cutscenes viewer), while the second disc features the online multiplayer mode and all the other supplemental content.

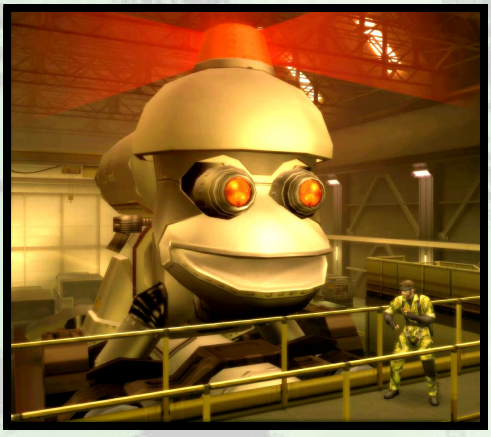
Subsistence's online multiplayer component, titled Metal Gear Online, consists of five tournament-style game modes, each with a capacity of up to eight players. This mode pits players, each playing as a generic soldier against each other in deathmatch battles and variations of capture the flag, using stages, items, maneuvers, and units (such as the KGB, GRU or Ocelot Unit) from the main game. Depending on server settings, each round the highest-scoring player in each unit automatically assumes the role of one of the main characters (or Reiko Hinomoto from Rumble Roses), along with unique abilities and/or items. For example, the highest scoring player on the GRU team would assume the role of Major Raikov, leader of the GRU, next round. Konami's Metal Gear Online service for the PlayStation 2 closed in Japan on December 26, 2006, followed by in North America on April 2, 2007, and in Europe on October 30, 2007, although a fan community has revived it by emulating the servers. As noted above, the online mode, after one of the players unlocks an animal codename, also allowed for the player to play as either Reiko Hinomoto or Rowdy Reiko from Rumble Roses (depending if the player in question was of red team or blue team, respectively). According to Metal Gear series creator Hideo Kojima, he added the characters into the game as secret characters in part due to opportunity: Kojima had earlier been offered a deal with Rumble Roses producer Akari Uchida to make a crossover between Metal Gear and Rumble Roses. However, the Metal Gear development team at the time refused to work with them. Kojima eventually accepted the offer when trying to decide on secret characters for the online mode for Subsistence to tie up loose ends. He also admitted that he originally considered offering Tomonobu Itagaki, at the time the producer of the Tecmo fighting game series Dead or Alive, the opportunity of using one of his characters as a secret character.

In addition to the older games and the online mode, Subsistence includes many of the features that were introduced in the Japanese and European releases. It includes the downloadable extra camouflage and facepaint designs and "Snake

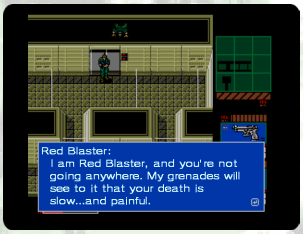
vs. Monkey" stages previously exclusive to the European release, the European Extreme difficulty level, parody cutscenes and trailers from the official website, and connectivity with Metal Gear Acid 2. The Japanese version also includes a URL for a hidden website that allows the download of OtaClock, a PC and Mac clock program that features Metal Gear Solid series recurring character Otacon. This website is now publicly available.

"Limited Edition" copies of Subsistence also include Existence, the game's cutscenes edited into a three-and-a-half-hour feature film with additional scenes and remastered sound. The North American "Limited Edition" package was only available to consumers who pre-ordered it before the game's release. The three-disc edition is the standard release of Subsistence in Europe to make up for its later release in the region.

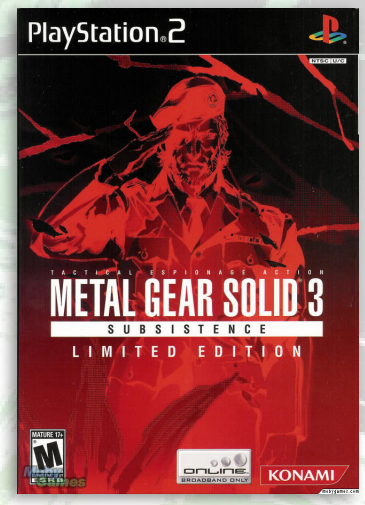
A bonus documentary DVD video titled Metal Gear Saga Vol. 1 was bundled with pre-orders for Subsistence in North America and with the European Platinum reissue of Snake Eater released in Germany on March 23, 2006. The disc includes a five-part, 30-minute featurette about the entire Metal Gear series interspersed with an interview of Hideo Kojima, as well as trailers for various current Metal Gear games.



(jp) Premium Package



(us) Limited Edition



(jp) First Print Limited Edition

Subsistence received marginally higher review scores than the original Snake Eater, averaging 94% on Metacritic. Reviewers commented that the introduction of the 3D camera removed the *"only grade-A problem"* and makes the gameplay feel *"less restrictive and more natural."* The online mode is considered *"impressive for a PS2 game"*, though *"[Snake Eater]'s distinctive gameplay conventions do not entirely lend themselves to the online action-gaming experience."* Subsistence received IGN's award for "best online game" for the PlayStation 2 in December 2006.

6.2

Metal Saga

Developer	Crea-Tech
Publisher	Success, (us) Atlus
Release date	(jp) June 9, 2005
Genre	Role-playing
Mode	1 Player

A follow-up to the Metal Max games, Metal Saga is set in the same post-apocalyptic world as its predecessors - a world populated by bounty hunters, rangers, bandits, and mutant monsters. The player takes the role of a nameless young man, the son of a famous retired bounty hunter Eddy, who lives in a town known as Junkyard. Refusing to be a mechanic - which would lead to a quiet, yet uneventful life - the youth decides to follow in his father's footsteps: travel the world and track down fearsome outlaws for rewards.

Like its predecessors in the series - and unlike most Japanese role-playing games - Metal Saga has an open-ended world with non-linear gameplay. The fairly sparse, inconspicuous main plot develops according to the missions the player decides to take, which in their turn lead to new events and finally to different endings. The player can choose to ignore this plot and simply roam the world map, visiting various towns and other places of interest, and undertaking quests for money and fame. Some events will only be triggered if the hero has reached a certain rank as a hunter due to those activities.

Over the course of the game the protagonist may encounter several character who will join him. The active party consists of four characters and includes, besides humans, a few different types of dogs who can use mounted guns. Enemies appear randomly on the world map and in hostile areas, and combat is turn-based. Any character (except the dog) can fight either on foot or in a tank. Tanks must be acquired in specific locations or rented. They get damaged and broken, but it is possible to maintain and customize them by finding parts scattered across the world and assembling them to build new models. Based on the model of tank many different kinds of weapons, cannons, and accessories can be equipped to it, making for hundreds of different options. Tanks can even be given a custom paint job that is saved to the memory card.

Since the first game was published in 1991 by Data East, the series was famous for having a "high degree of freedom". However, in 2003, Data East became bankrupt, and the trademark "Metal Max" was registered by Shinjuku Express, so this entry of the series had to use a new trademark — "Metal Saga". The series' producer, Hiroshi Miyaoka was not involved in the development from the beginning and said *"I can't make anymore with Metal Max, I thought it was really dying."*

Although the game's sense of humor, music and solid hours of gameplay won it some positive marks, the overall impression of the title was decidedly mediocre. Reviewers scoffed at the dated graphics, lack of plot, and missing feeling of progression. As a result, a considerable amount of time was often spent by reviewers and gamers alike simply wandering around, trying to figure out what to do next. While the game had all the classic trappings for the genre, complete with its own quirky style, it seemed to lack the polish required to stand-out.

HIS BAZOOKA IS WORSE THAN HIS BITE.

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- Newtype USA

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PlayStation.2

RPG

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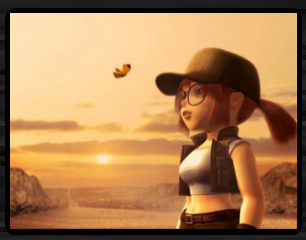
Metal Slug

6.4

SNK Best Collection



Developer	SNK Playmore
Publisher	SNK Playmore
Release date	(jp) June 29, 2006
Genre	Run and gun
Mode	1 Player

Metal Slug, also called Metal Slug (3D Version) to distinguish it from the original Metal Slug, is a third-person shooter run and gun video game for the PlayStation 2. It is the first game of the series to be presented in 3D. None of the original Metal Slug team were involved with the title.

Although only the Japanese version has been released, the Japanese version contains menus that are mostly in English, as well as English voice acting. Japanese subtitles and dialogue are also available.

The game takes place in the year 2030, two years after the first Metal Slug game and before Metal Slug 2. Series antagonist General Morden becomes allies with Oguma, president of Oguma Enterprises and world leader of technology. Because this alliance could only stand to further strengthen Morden's military power, Marco Rossi, Fio Germi, Tarma Roving, and Eri Kasamoto set out to dissolve both parties. Recurring boss character Allen O'Neil also returns to oppose the player.

Metal Slug maintains many features from the 2D entries; characters use an arsenal of various guns, grenades and explosives, and vehicles. The game also introduces full three-dimensional movement to the series to coincide with its 3D presentation, which uses super deformed characters.

Upgrades and customization are some of the largest new features. Players can upgrade each character's combat abilities, categorized into Pellet, Power, Hit Rate, and Machine. These abilities allow characters to increase the damage, "splash" radius, and accuracy of their weapons and vehicle handling, respectively. Each character begins with a full proficiency in different categories. For example, Marco starts off with a full Hit Rate skill while Fio starts with a completely upgraded Pellet skill.

Another new feature is a grade system, which ranks the player according to their performance on each of the game's 12 levels. Achieving the highest rank, the S rank, allows the player to collect medals, which are used for upgrading character attributes.

Playing through the game also awards Skill Points to the player, which can be used to upgrade 4 other abilities, which affect the amount of damage a character can withstand, their ability to evade enemy attacks, and more.

The game also includes the option to customize the titular Metal Slug to their own liking, with the ability to switch out its "core," treads, weapons, and armor. An in-game laboratory can be used to build custom parts for the vehicle.

The game features cutscenes between levels that advance the story, and also includes a customizable stats for each character that can be upgraded depending on the rating you get on each level (thus allowing you to upgrade your speed, health or auto-aiming speed among other features).

Metal Slug has received mixed reviews. NTSC-uk gave the game a 2 out of a possible 10, citing its poor graphics, barren environments, and overall boring gameplay. Edge scored a 5/10, saying, *"It's a glimpse of something special waiting to happen, of a no-nonsense attitude towards combat that could be developed into a series worthy of the torch that it has chosen to bear."*

Metal Slug 3

7.6

SNK Best Collection

Developer	SNK
Publisher	SNK Playmore, (eu) Ignition Entertainment
Release date	(jp) June 19, 2003
Genre	Run and gun
Mode	1-2 Players

Metal Slug 3 is a run and gun game developed by SNK. It was originally released in 2000 for the Neo-Geo MVS arcade platform as the sequel to Metal Slug 2/Metal Slug X. The game added several new features to the gameplay of the original Metal Slug and Metal Slug 2, such as new weapons and vehicles, as well as introducing branching paths into the series.

In the game, General Morden is back and he plans to establish a new world order.

The gameplay mechanics are the same as in previous Metal Slug games; the player(s) must shoot constantly at a continual stream of enemies in order to reach the end of each level. At this point, the player confronts a boss, who is usually considerably larger and tougher than regular enemies. On the way through each level, the player can find numerous weapon upgrades and "Metal Slug" tanks. The tank is known as the SV-001 ("SV" stands for Super Vehicle), which not only increases the player's offense, but considerably adds to their defense. In addition to shooting, the player can also perform melee attacks by using a knife and/or kicking. The player does not die simply by coming into contact with enemies, and correspondingly, many of the enemy troops also have melee attacks. Much of the game's scenery is also destructible, and occasionally, this reveals extra items or power-ups, although most of the time it simply results in collateral damage.

During the course of a level, the player also encounters POWs, who, if freed, offer the player bonuses in the form of random items or weapons. At the end of each level, the player receives a scoring bonus based on the number of freed POWs. If the player dies before the end of the level, the tally of freed POWs reverts to zero.

A new feature in Metal Slug 3 is the branching path system; in most missions, there are forking paths from which the player must choose one, each with their own obstacles, and each of varying length and difficulty. All paths eventually lead to the same boss battle, but the player may have different equipment, and may have rescued more or fewer POW's depending on their choice of path.

Several new vehicles were introduced into the game:

The "Slug Driller" can be found in the underground part of Mission 4. The drill is capable of mowing down every enemy in front of it and can also be extended. Additionally, the Driller can increase its height, making the player unreachable to enemies.

The "Slug Mariner" gives added firepower when underwater. It fires high-mass rounds which sink to the bottom, as well as torpedoes.

The "Elephant Slug" is an elephant strapped with a Vulcan cannon. By picking up a battery or a chili pepper, the elephant can fire a bolt of lightning or a fireball from its trunk, respectively.

The "Ostrich Slug" is similar to the "Camel Slug" in Metal Slug 2/Metal Slug X, although it is faster, can jump farther, and can turn around.

The “lv Rebel Armor” is a rebel- produced vehicle that can be captured and used by the player. It comes equipped with a heavy machine gun (though in Mission 5 it comes equipped with a flame shot instead), which is interchangeable with other handheld weapons. It also has a grenade launcher, a melee claw attack, and jump jets. The second player can stand on top of the Rebel Armor, and can receive a boost.

The “Slug Copter” appears alongside the “Slug Flyer” in the airborne portion of the Final Mission. Its Vulcan cannon can fire in all directions, unlike the Flyer. It is also armed with gravity bombs.

The “Astro Slug” is used jointly by the players and the Rebel forces. Booster rockets carry it into space, where the player can make use of its weaponry. Like the Rebel Armor, the Astro Slug can use infantry weapons through ports on its sides. It fires rockets as a secondary weapon.

As with Metal Slug 2/Metal Slug X, the player can transform into various different states. In addition to the mummy form from the previous game, other forms include:

When doused with infectious material, the player becomes a zombie. While medication is available to reverse the effect, the zombified player can make use of a devastating (but slow) vomit attack that covers most of the forward area. The player cannot crouch or jump high, but is immune to attacks from enemies (except zombified enemies). If a zombified player comes into contact with infectious material, they will die.

Underwater, the player equips a Scuba set with a bubble helmet. Rather than grenades, the player uses a bomb-launching system with the ordnance affected by gravity.

When flying, should the player lose their vehicle, they rely on a backup jet pack that can fire heat seeking missiles.

When in space, if the player loses the Astro Slug, they must depend on a jet pack and a breathing apparatus. Explosives are contained in the pack, and when fired they cause a massive fireball.

In the PS2 and Xbox versions of the game, once the arcade mode has been beaten, there are two additional mini-games: “Storming the UFO Mothership” and “Fat Island”.

“Storming the UFO Mothership” allows the player to control one of General Morden’s soldiers as they attempt to rescue fellow soldiers and attack the UFO forces. The player can choose between the “Riot Shield Soldier”, “Bazooka Soldier”, and “Grenade Soldier”. The player is given a single life, which is balanced by the number of reinforcements from fellow soldiers.

“Fat Island” is a two player mode where they compete to gain the most weight in a limited amount of time by eating various foods. They start out at 100 kg and must finish at 200. If players lose enough weight, they will return to normal size and subsequently to a mummy state.

Upon its initial appearance, Metal Slug 3 received generally positive reviews. Most of its subsequent ports and re-releases have also seen good reviews.

Metal Slug 4

7.2

Developer	SNK Playmore
Publisher	SNK Playmore, (eu) Ignition Entertainment
Release date	(jp) September 22, 2004
Genre	Run and gun
Mode	1-2 Players

Metal Slug 4 was first released in 2002 for the MVS arcade platform and the AES game console, and is the fourth game in the Metal Slug series. Two years later, Playmore published Metal Slug 4. This was also the only Metal Slug game that was produced during SNK's bankruptcy, until its sequel released after SNK was "resurrected" as SNK Playmore.

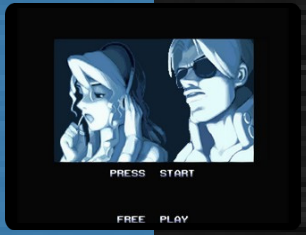
One year after the events of Metal Slug 3 (timeline wise, also after the Metal Slug 6, which takes place after the 3) the world is trembling under the new threat of a mysterious but deadly cyber virus that threatens to attack and destroy any nation's military computer system. With Tarma and Eri unable to help due to their own assignments in the matter, Marco and Fio are called in to investigate the situation and are joined by two newcomers, Nadia and Trevor. In their investigation, the group discovers that a rich terrorist organization known as the Amadeus Syndicate is behind the nefarious plot and has allied with General Morden's Rebel Army. They head into battle against Amadeus' forces, hoping to destroy the cyber virus before it gets the chance to wipe out the entire world's military computer system.

The game bringing the unaltered classic gameplay, a new arm (Dual Machine Gun), 6 new vehicles (Motorcycle, Truck, Bradley Tank, Metal Crow Tank, Four Legged Walkmachine and Forklift Truck) as well as 2 new soldiers for the pantheon (Nadia Cassel and Trevor Spacey).

The most notable introduction to the series is the Metalish System, giving to the player a new possibility to score more points: after pick up certain shield-shape emblems, a timer bar will be displayed at the top of the screen. During this time, players must to shoot rapidly as many enemies as possible and, depending on their acting, they will receive a corresponding badge bonus that will be added to their score after completing it. But, if they die during the mission, the bonus will be lost.

(us) Metal Slug 4 & 5

J N P



Metal Slug 5

7.1

Developer	SNK Playmore
Publisher	SNK Playmore, (eu) Ignition Entertainment
Release date	(jp) April 28, 2005
Genre	Run and gun
Mode	1-2 Players

In this game, a paramilitary syndicate known as the “Ptolemaic Army” attacks a research installation that was developing the next-gen of Metal Slugs and with this, they have successfully stolen a disc containing Metal Slug top-secret data. Fearing that such information be used for their evil purposes, the soldiers Marco, Tarma, Eri and Fio received orders to recover the disk and put a end in this syndicate.

The latest installment of the arcade-shooting series brings a lot of changes: this time, players will not face Morden’s army like in the previous games, but with a new group of enemies that composes the already mentioned Ptolemaic Army.

To add more content to this title, 3 guns (Big Rocket, Big Laser and Big Shotgun) and 2 vehicles (Slug Sub and Slug Plane) from past games were reincorporated, as well as all brand new stuff of 3 vehicles (Spider Slug, Slug Gunner and Slug Car).

The most important addition is a sliding move where the player can character slide for a short time on the ground, which can be helpful to avoid some enemy attacks. During the sliding, players will not be able to throw grenades, but their gun can be fired normally.

“mobygames.com”

(us) Metal Slug 4 & 5

J N P

7.2

Metal Slug 6

Developer	SNK Playmore
Publisher	SNK Playmore
Release date	(jp) September 14, 2006
Genre	Run and gun
Mode	1-2 Players

Metal Slug 6 was originally released for the Sammy Atomiswave arcade platform in 2006. The seventh main game in the series stays close to the fast-paced 2D side-scrolling shooting gameplay of the original, but with a few enhancements. The storyline is reminiscent of Metal Slug 2, X, and 3, as it focuses on the Rebel-Martian alliance where the team, with the help of the Rebels, had to fight the Martians. In this version however, all sides team up to combat a threat together. The four original heroes, Marco, Tarma, Fio and Eri, are joined by Ralf and Clark, of King of Fighters and Ikari Warriors fame, each with different attributes and a special ability. The characters also vary by running speed, the defense abilities when driving vehicles, and the amount of ammo received.

The characters can now carry two power-ups at the same time, and choose to discard one, or give it to another player in the Co-op mode. Next to new drivable vehicles, there is also a new weapon, the Zantetsu Sword, a blade that neutralizes enemy firepower. An additional melee attack has been added, and the sliding technique from the previous game has been removed.

When enemies are killed at a fast rate, more points are received, and this is reflected by a meter at the bottom of the screen. When the meter maxes out, enemies drop coins. Two new difficulty levels have been added: Easy and Hard. In the Easy mode, the fifth and final level cannot be accessed, but instead of the pistol, the default weapon is the heavy machine gun with unlimited ammo. Next to the main Arcade Mode, there is Combat School, a modified version where skills are tested.

As a bonus, the PS2 port includes an art gallery with concept art, and a sound gallery with music, from Metal Slug 1 to 6.

"mobygames.com"

Korean Release

J

Metal Slug Anthology

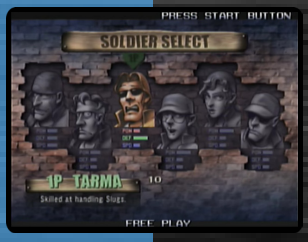
8.0

J N P

Developer	Terminal Reality
Publisher	SNK Playmore, (eu) Ignition Entertainment
Release date	(jp) May 31, 2007
Genre	Compilation
Mode	1-2 Players

This anthology celebrates the 10th anniversary of Neo Geo Metal Slug series and contains ports of the major past games. The included titles are: Metal Slug, Metal Slug 2, Metal Slug X, Metal Slug 3, Metal Slug 4, Metal Slug 5 and Metal Slug 6.

The games are done via emulation of the Neo Geo AES versions, while 6 is an arcade port. They have not been altered in any way. This is the same with the characters and abilities, which have all been kept the same. The only major change is that all games now display at a converted 480i resolution (compared to the standard 240p). However, the game's manual erroneously states that the 'slide' ability is achievable in Metal Slug 4, 5, and 6 — Metal Slug 4 and 6 does not include this feature in either the arcade or console version.



Metal Wolf REV

7.0

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) February 23, 2006
Genre	Visual novel
Mode	1 Player

J

Metal Wolf REV is a science fiction adventure based on the novel of the same name (and the DC game based on the novel). Players take the role of Minagi Houjou, a low level salary man working at the Planetary Development Company, a company that manages all of society. Houjou works with two girls, an office lady called Mizuha Sakura and an elite, pride-filled newcomer, Karen Asagiri. Together, these three handle various happenings in society. Houjou's daily routine changes when, out in town on work, he encounters a Ralisa, a girl who's lost her memory. The game slowly unravels a set of mysteries into the past of Ralisa and Houjou. The key to clearing up all these mysterious is Ralisa's lost memory, known as the "Metal Wolf."

For the PS2 version, Princess Soft is added new event sequences and two new characters, Oyassan and Sakino Shinonome.

Mezase! Chess Champion

8.0

Developer	Success
Publisher	Success
Release date	(jp) December 16, 2004
Genre	Board
Mode	1-2 Players

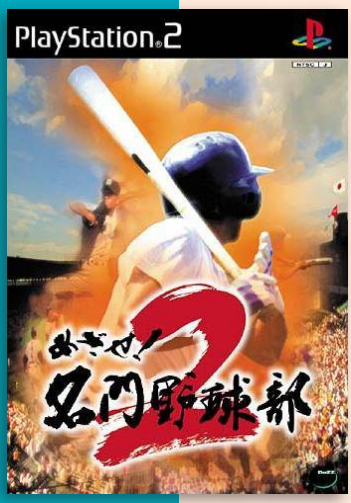
This budget chess title is a one or two player game. The game apparently have a heavy AI chess engine making play faster. It feature the usual gameplay modes and difficulty levels and players can also change the tempo on how fast the AI plays.

The game feature an easy explanation mode for beginners, but the game is mainly made for advanced players in mind.

J

Mezase! Meimon Yakyuubu 2

6.5



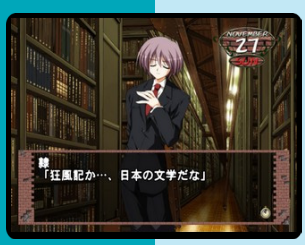
Developer	Dazz
Publisher	Dazz
Release date	(jp) August 23, 2001
Genre	Sports
Mode	1 Player

Mezase! Meimon Yakyuubu 2 is a baseball title , published by Dazz, which was released in Japan in 2001. The sequel is based around high school baseball and comes with a completely new game system. Players can take the role of a manager and need to use planning and strategy to take the team to the finals.

J

Moekan

4.6



Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) February 5, 2004
Genre	Adventure
Mode	1 Player

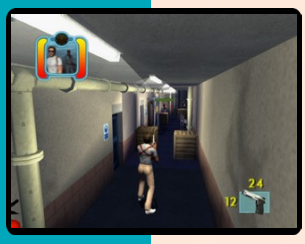
Moekan: Moekkojima e Youkoso follows Takahiro, an enigmatic man served unquestioningly by five maids with equally mysterious pasts tied to his. Primarily set within a secluded mansion estate, the story is a combination of humor, romance, and surprisingly dark violence; all revealing the exact nature of their association and shared questionable future.

"psxdatacenter.com"

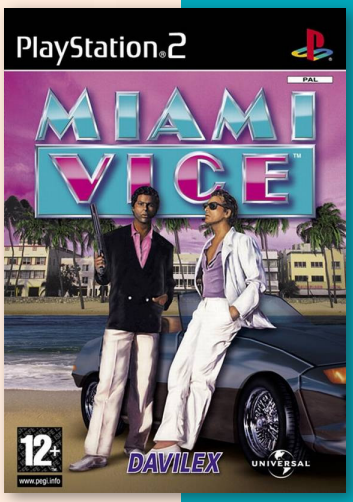
J

Miami Vice

4.8



Developer	Atomic Planet Entertainment
Publisher	Davilex
Release date	Action
Genre	(eu) December 3, 2004
Mode	1 Player



Based on the 80's TV series of the same name, this is a 3rd person shooter. The game features the original theme from the TV show, as well as original voices.

Playing as Sonny Crockett or Ricardo Tubbs, the player must dismantle drug-lord Ortega's organization, following the plot of an episode of the series.

Through 14 missions, the player must take down (or arrest, sometimes) drug dealers and solve some minor puzzles (like finding keys to open doors, or switching levers to get access to locked places). In some stages, the player can choose freely to play as Crockett or Tubbs, switching between them by the click of a button. They have different abilities (Tubbs, for instance, is tougher and can kick in doors, Crockett is more agile), and different weapons (Crockett has a pistol as primary weapon, Tubbs has a double barreled shotgun). The characters can also carry a secondary weapon, from among 14 types (9mm pistols, .45 pistols, silenced 9mm, Uzi-like sub-machineguns, etc.). Each character can use only certain types of weapon, Tubbs carrying usually the heavier ones. The primary weapons have unlimited ammo, the secondary ones don't.

In the stages where the player can choose either Crockett or Tubbs, basic commands can be given to the secondary character, such as asking for following the partner or covering him. The characters will heal themselves as the time passes, and they can heal each other: if one of them dies, the other can revive him.

The characters can interact with the environment: whenever an action is possible, an icon will appear, showing which action can be taken, such as opening (or breaking) doors, climbing ladders, etc. Jumping is part of those particular actions, as the characters can only jump at specific places where the proper icon shows up. As for other actions, characters can run, crouch, walk and lean against walls. To shoot enemies, the player must aim (with an auto aim button) and then shoot (with a shoot button).

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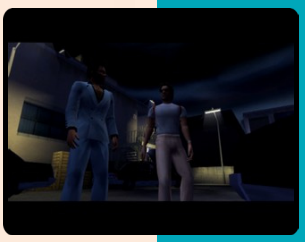
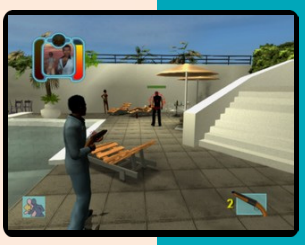
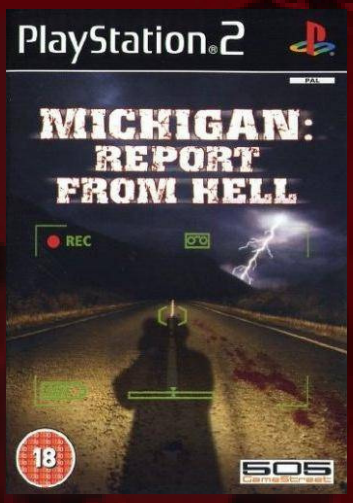




6.5

Michigan: Report from Hell



Developer	Grasshopper Manufacture
Publisher	505 Game Street, (jp) Spike
Release date	(jp) August 5, 2004
Genre	Action-adventure
Mode	1 Player

Michigan: Report from Hell, released as Michigan in Japan, is a survival horror game developed by Grasshopper Manufacture and published by Spike. It was released in Japan and in Europe on September 29, 2005. This game was never released in North America. Directed by Akira Ueda and planned by Goichi Suda, the game focuses on a news crew for the fictional ZaKa TV, dedicated to covering strange phenomena. The game is unique in the sense that it is played almost entirely though the viewfinder of a camera; and the game is lost if the player runs out of film before solving the mysteries in a mission. Revealed in a March 15, 2008 interview with NGamer, Suda was previously unaware of the game's release in Europe.

In Michigan, players take the role of a rookie cameraman for ZaKa TV, the entertainment division of the powerful ZaKa conglomerate. Accompanied by Brisco, an outspoken sound engineer, and Pamela, a reporter, the player is sent to investigate a mysterious mist that has descended over the city. The player quickly discovers that the mist is somehow transforming people into fleshy, leech-like monsters with human limbs. Pamela is attacked by the creatures, and is later found in the process of transforming into one. The player, Brisco, and a new female reporter are sent to investigate the source of the monster outbreak.

Michigan is played from a first-person perspective, as viewed through the recording lens of a television news camera. Players take the role of the cameraman in a news crew, and are accompanied by a reporter and a sound engineer–boom operator as they explore the game's locations.

The main method of interacting with the environment in Michigan is to "tag" objects. This draws the attention of the reporter to them, causing her to interact with the object. In combat, players can "tag" an enemy to get the reporter to attack the creature with their weapon. Players can also attack an enemy directly by ramming it with their bodies, although this has limited effectiveness.

The purpose of the game is to film interesting footage by pointing the camera at objects and events of interest, such as documents, monster attacks, and live locational reports given by the reporter.

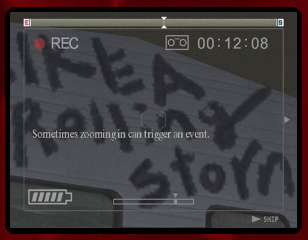
Players can earn three types of points in the game; "Suspense", "Erotic", or "Immoral". These points are determined by the player's camerawork and what events or objects they choose to focus on. "Suspense" points are the most standard, earned for good camerawork and the recording of interesting events. "Erotic" points are earned for filming up the reporter's skirt, and videoing pornographic magazines lying around the game's levels. "Immoral" points are earned for filming negative events, such as people being attacked by monsters, instead of trying to stop them. The type of points the player focuses on determines which of the three endings they receive (the identity of the player's character, the cameraman, differs in each ending).

The game is notable for multiple action events where the player can determine the fate of various secondary characters. Most prominently, the player's action or inaction can cause the reporter to be killed in a mission, in which case the reporter is replaced by a new character, and the player automatically skips ahead to the next level. Other than the character's death, and the inability to play the rest of the level, players are not penalized for allowing their reporters to die, and can even quickly skip to the game's ending by allowing each of their reporters to die as soon as possible.

Although the word Michigan by itself usually refers to the State of Michigan and Hell suggests the town of Hell, the game takes place in Chicago, Illinois, and is named because the game's phenomena center around Lake Michigan.

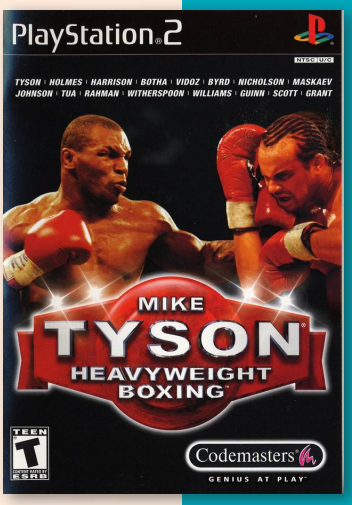
The game sold 31,667 copies in Japan by December 20, 2004. Famitsu also gave it a score of one seven, one eight, one seven, and one eight for a total of 30 out of 40.

On October 23, 2009, Joystiq revealed Suda's interest in developing a remake or sequel of Michigan: Report from Hell. Suda explained, *"There's a Spanish horror film called REC, and when I watched it, I realized it was pretty much Michigan, right there. I still have a lot of ideas along those lines, and I'd love to work with Spike sometime to make a new Michigan or a remake."*



3.3

Mike Tyson Heavyweight Boxing



Developer	Codemasters
Publisher	Codemasters
Release date	(eu) June 7, 2002
Genre	Sports
Mode	1-2 Players

In the game the players are one of the heavyweight boxers who can become absolute champion in boxing. All they need is challenge Mike Tyson and if they win the fight then they acquire Platinum Belt. During their pass to the victory they can challenge other famous boxers such as Hasim Rahman or Larry Holmes.

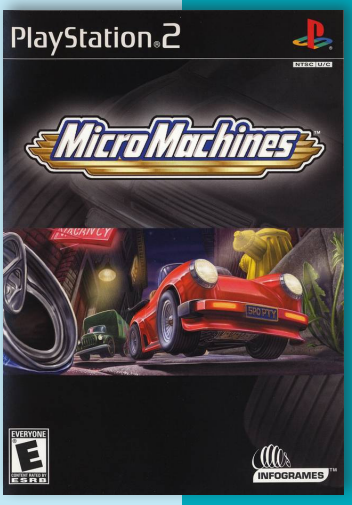
Players can create their own fighter and upgrade him. In fight they can use illegal blows, but this can result in disqualification.

The game feature 9 separate game modes, including Belt Mode, Speed Boxing or Exhibition Mode and 20 international arenas such as Carnival City or Wembley.

N P

5.4

Micro Machines



Developer	Infogrames
Publisher	Infogrames, (au) Atari
Release date	(eu) November 8, 2002
Genre	Racing
Mode	1-2 (4) Players

In this 3D remake of the original miniature racing game, players can compete on 24 different race tracks with 48 vehicles including toy cars, motorcycles, boats and more, using one of 8 difference characters. As in the original, four vehicles are on track at a time.

Each track features unique terrain with ramps, tunnels, obstacles and hazards. Hidden weapons and power-ups let drivers use rockets, time warps, mines, giant frying pans and fireballs against each other to take the lead.

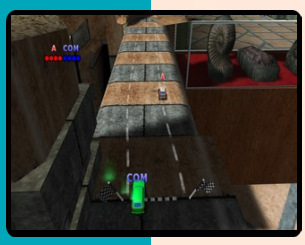
There are several different racing modes. In GP mode the player must reach each checkpoint within a set time limit, while Bomb Tag involves drivers being threatened with exploding unless they can hit another car in order to 'tag' the bomb onto it. In the main Championship there are four cups, each featuring four races.

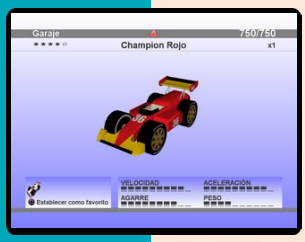
"mobygames.com"

N P

Micro Machines V4

6.4





Developer	Supersonic Software
Publisher	Codemasters
Release date	(us) June 27, 2006
Genre	Racing
Mode	1-4 Players

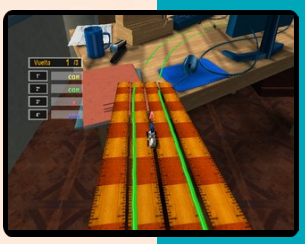
After over 9 years, Micro Machines V4 is the first true new game in the Micro Machines series and the direct successor to Micro Machines V3.

The player controls a toy Micro Machines vehicle and drives it through a course. As in most games, the objective is to beat the other racers to the finish line. However, as in other games in the Micro Machines video game series, there is an alternate way to victory as well; in racing, the "screen" is shared amongst all racers (opposed to split screen), and if a player can drives far enough ahead of the other racer(s) that they fall off out of the viewing area, they receive a point. If enough points are received or lost, the player will win or lose. Upon winning races, new vehicles to race as are earned, with a total of 750 to be collected. As the game entails driving toy cars, the races courses settings typically reflect that, with courses being set up on pool tables, around the edge of bathtubs, on furniture, or other household type settings.

An editor to design a players own tracks is featured in the game. Extra tracks can be unlocked by connecting the PSP to the PS2.

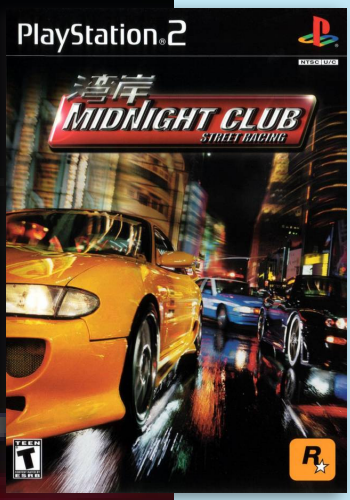
Micro Machines V4 received mixed reviews. IGN gave the game a 7/10, stating that *"Micro Machines V4 is definitely the strongest version to come along since the franchise debuted on the NES almost 20 years ago. A solidly-designed title aimed at young children and inexperienced gamers, V4 is a nice, entry-level piece of software that offers just enough challenge and variety for juveniles without the inevitable frustrations and complications found in most of today's racers."* GameSpot gave the game a 5.5/10, while they praised the game to its number of cars to collect, they largely criticized the generic nature of the cars, the trial and error-based gameplay and poor camera view.

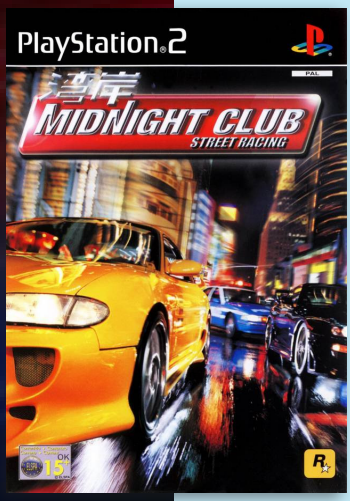
N P

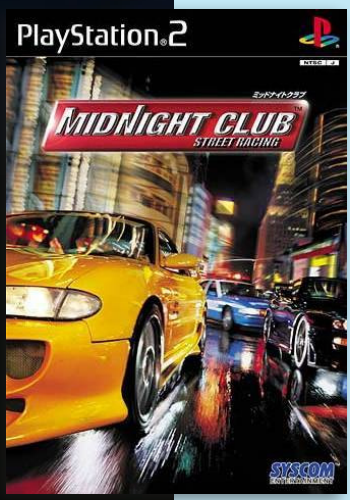


Midnight Club: Street Racing

7.8







J N P

Developer	Angel Studios
Publisher	Rockstar Games, (jp) Syscom, (us) SCEA
Release date	(us) October 25, 2000
Genre	Racing
Mode	1-2 Players

Midnight Club: Street Racing is a racing arcade game. The game focuses on competitive street racing and the import scene. The title of this series is a reference to the Japanese street racing team Mid Night Club.

In the game, a mysterious group of urban street racers known as the Midnight Club race for pride, power, and glory in sleekly customized, enhanced sports cars. As a regular New York City cab driver, the player learns about this secret club and decides to join.

The player begins with a relatively unmodified and slow vehicle, that being the Taxi. Through a series of races, each with different goals, they defeat other racers and win faster and more expensive vehicles. The goal is to defeat the world champion, who is revealed to be a young Japanese woman named Anika whose father manufactures concept cars in Japan. Being the only person to beat her in a race, the player is the only one who sees her identity and become the World Champion of the Midnight Club, along with winning her concept car. Anika returns to Japan afterwards.

Players race through the cities of London and New York City. At the time of release, the game's cities were considered highly detailed and large. Along with Turbo Esprit and Midtown Madness, the game pioneered the use of an open world environment design instead of predefined circuit tracks. Both cities are designed for the street racing scenario.

Each city contains landmarks from their respective real life counterparts. Some of London's visible landmarks include Trafalgar Square, the Palace of Westminster and its Big Ben, and the Tower Bridge. New York includes such landmarks as Times Square, the Empire State Building, the World Trade Center, Rockefeller Center, United Nations Plaza, Plaza Hotel, Madison Square Garden, Washington Square Park, the Wall Street Bull, Battery Park and Central Park.

Multiplayer modes, such as Capture the Flag, are available for play by using additional controllers.

Midnight Club II

8.5

Developer	Rockstar San Diego
Publisher	Rockstar Games, (us) SCEA
Release date	(us) April 9, 2003
Genre	Racing
Mode	1-2 Players

Midnight Club II is the sequel to Midnight Club: Street Racing, published for the PlayStation 2, Xbox and Windows and first in series to feature motorcycles. Players can race through cities based on Los Angeles, Paris, and Tokyo. The game also features an online multiplayer component.

In the premise behind Midnight Club II, players must work their way up the ranks of illegal street racing by challenging and defeating the best over three cities.

Each race occurs in a different area of the city, and all players have to do to get started is flash their lights at the person they wish to drag. Then follow the map for the track route and race. Further along, shortcuts will also come into play, giving players an advantage in getting to the finish first.

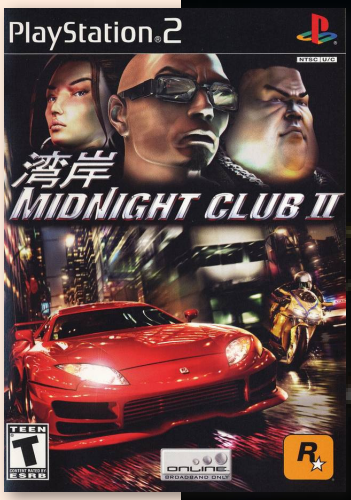
Each race players win racks up cash, which goes towards new and much faster cars for the more difficult challenges. Players also get the chance to go two wheels with a selection of highly mobile bikes.

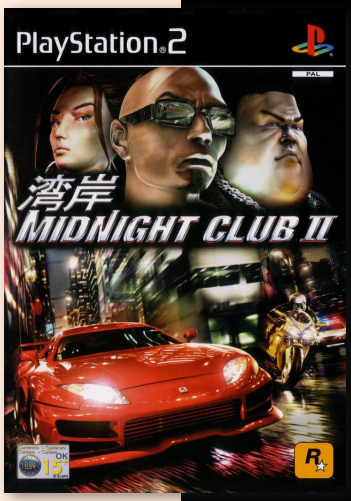
Multiplayer modes include the usual all-on-all race mode, and capture the flag, in which players must race to the opposing flag somewhere in the city and return it to your destination.

The vehicles in Midnight Club II all resemble real-life vehicles but have subtle differences to their counterparts, such as different headlamps or tail lights. Also, most of them have aesthetical modifications commonly found in street racing and import scenes, such as spoilers, hood scoops, and body kits.

In the car selection menu, descriptions and stats of each vehicle can be seen, along with the option to choose among 4 colors. Once a car is viewed, a sound effect unique to that car is played in the background.

The game was met with positive reception. Entertainment Weekly gave it a B+ and stated that, *"Whether racing against the clock or attempting to beat the other drivers in checkpoint contests, memorizing the maps and finding the many shortcuts is crucial."*





Midnight Club 3: DUB Edition

8.4

Developer	Rockstar San Diego
Publisher	Rockstar Games
Release date	(us) April 11, 2005
Genre	Racing
Mode	1-2 (8) Players

Midnight Club 3: DUB edition is the third installment in the Midnight Club series. Like previous installments in the series, the game is an arcade-style racer and focuses on wild, high-speed racing, rather than realistic physics and driving. The name is derived from a partnership between Rockstar and DUB Magazine, which features heavily in the game in the form of DUB-sponsored races and DUB-customized vehicles as prizes.

Players race through open world recreations of San Diego, Atlanta, and Detroit listening to 98 licensed music tracks that include hip-hop, rock, and more. The game features a number of graphical views after the player crashes into certain objects, or travels across particular stretches of road.

There are seven types of cars: Tuners, Luxury Sedans, SUVs/Trucks, Exotics, Muscle Cars, Sport Bikes, and Choppers. As the game continues, different clubs that drive a specific type of car will invite the player to race with them: American Royalty Car Club (Muscle Cars), Big Playas (SUVs/Trucks), By Invitation Only (Exotics), Chopper of America Bike Club (Choppers), Luxury Rollers (Luxury Cars), Original Riders (Sport Bikes) and Unbeatable Street Racers (Tuners). If the player beats a club in three races they unlock a special ability for that class. Tuners, Sport Bikes, Exotics, the Lexus SC430, Mercedes Benz SL500 and the Cadillac XLR in “Remix” get “Zone” (a form of bullet time which allows for more precise handling at high speeds), Trucks/SUVs and Luxury Cars get “Agro” (which allows the vehicle to plow through traffic and other obstacles without taking damage or slowing down), and Muscle Cars and Choppers get “Roar” (the only offensive ability, it launches a sonic wave that blows away any vehicles in its path).

Midnight Club 3: DUB Edition is an open world racing video game and the first game in the series to include car modification, both visual and performance. By winning races, the player unlocks new cars and options to customize them with. These options include enhancing the performance, adding vinyls and new paint jobs, and physically modifying the car by changing parts

such as wheels, bumpers, spoilers, neon, hoods, and engine components. The cars are divided into four classes: D, C, B and A, depending on their performance.

There are five types of races in the game: ordered races, circuit races, unordered races, autocross races, track and frenzy events. In ordered races the player races through the city on a course marked by yellow-orange flares to reach a finish line. In circuit races the player races along a circuit course through the city for a set number of laps. In unordered races the player is free to go through scattered checkpoints in any order before crossing the finish line. Autocross races take place in a walled-in circuit of the street with no traffic or police, the goal being to finish the circuit faster than a set time. Track events, available in arcade mode, are similar to autocross races, except that the player competes against other races inside the barricaded track, often taking more damage. Frenzy events also available in arcade mode, are time trial races where the player gets every 15 second a nitrous boost, also the handbrake won't work and the race only ends when the time is over.

Players can also create their own races in the Race Editor. Players can create either a circuit, ordered or unordered race by placing checkpoints throughout the city, and can change racing conditions such as traffic, weather, and time of day.

The game includes an online mode, where players can race with other players from all around the world. There are also many clubs available to join, but players can also start and manage their own. Most offline modes was available for play online, while in online mode it was possible to chat in-game, including a cruise mode, capture the flag, circuit racing, ordered racing, unordered racing, tag, paint and autocross. Tracks created via the Race Editor offline can be used Online.

The game has sold at least 1.1 million copies worldwide on the PS2 version.

8.5

Midnight Club 3: DUB Edition Remix

Developer	Rockstar San Diego
Publisher	Rockstar Games, (us) SCEA
Release date	(us) March 13, 2006
Genre	Racing
Mode	1-2 (8) Players

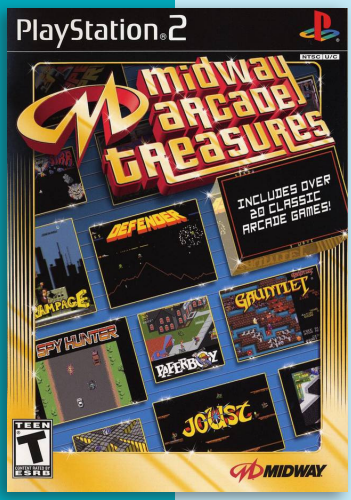
Midnight Club 3: DUB edition Remix is a revised edition of Midnight Club 3: DUB edition. The game features all of the cities, vehicles, music, and other features from Midnight Club 3: DUB Edition. This version of the game also allows the player to import the Midnight Club 3: DUB Edition data on their memory card to Midnight Club 3: DUB Edition Remix to make up for lost progress, thus saving the player from starting all over again.

The following features were added in Remix:
24 new vehicles (including some from brands not in the original version, such as GMC, Infiniti, Pagani, and Scion).
Tokyo, as a new city, which is a slightly updated version of the Tokyo city from Midnight Club II.
25 new licensed songs.
Additional races and battle maps.

N P

Midway Arcade Treasures

7.6



(eu) Re-release

Developer	Midway
Publisher	Midway
Release date	(us) November 18, 2003
Genre	Compilation
Mode	1-2 (4) Players

Midway Arcade Treasures is a video-game compilation of 24 emulated arcade games. The overall release was developed by Digital Eclipse and issued by Midway Games for the PlayStation 2, Xbox, GameCube, and Windows.

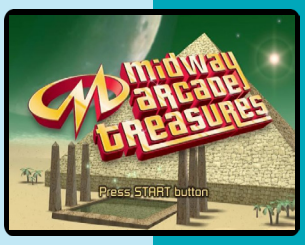
The compilation plays similarly on all three consoles; however, the Xbox version has the extra ability to upload scores to an online scoreboard. The special features on each version of the game are the same. These include game histories, developer interviews and other documents. This compilation is a combination of the games included in Williams Arcade's Greatest Hits, Midway's Greatest Arcade Hits, and Arcade Party Pak for the original PlayStation and PC and each contain exactly the same extras from those collections. Additionally, there are eleven more games included that are not found in those collections.

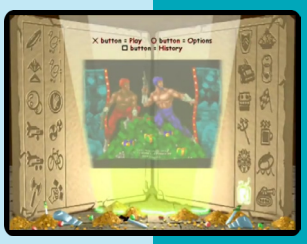
The collection consists of the following 24 arcade games:

- 720°
- Blaster
- Bubbles
- Defender
- Defender II (a.k.a. StarGate)
- Gauntlet
- Joust
- Joust 2: Survival of the Fittest
- Klax
- Marble Madness
- Paperboy
- Rampage
- Rampart
- RoadBlasters
- Robotron
- Root Beer Tapper
- Satan's Hollow
- Sinistar
- Smash TV
- SPLAT!
- Spy Hunter
- Super Sprint
- Toobin'
- Vindicators

The game was later re-released as Midway Arcade Treasures 1, the title and packaging being changed slightly to match the second and third games in the series. Despite this, the games themselves remain the same.

Midway Arcade Treasures received mixed, but generally positive reviews. Criticisms are the poor menu layout, slowdown in Smash TV, for the documentaries and interviews having video quality that is grainy and unrestored, as well as the documentaries and interviews being rehashed from previous Midway collections.





Midway Arcade Treasures 2

7.4

Developer	Backbone Entertainment
Publisher	Midway
Release date	(us) October 11, 2004
Genre	Compilation
Mode	1-2 (4) Players

Midway Arcade Treasures 2 is the second collection of classic arcade games published by Midway Games for the PlayStation 2, Xbox, and GameCube. This compilation includes 20 games that were not in the 2003 release of Midway Arcade Treasures.

The special features on each version of the game are the same. These include game histories, developer interviews, and other documents.

The collection consists of the following 20 arcade games:

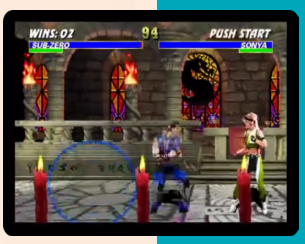
- A.P.B.
- Arch Rivals
- Championship Sprint
- Cyberball 2072
- Gauntlet II
- Hard Drivin'
- Kozmik Krooz'r
- Mortal Kombat II
- Mortal Kombat 3
- NARC
- Pit-Fighter
- Primal Rage
- Rampage World Tour
- Spy Hunter II
- Timber
- Total Carnage
- Wacko
- Wizard of Wor
- Xenophobe
- Xybots

This collection is the only arcade classics compilation title on sixth-generation consoles to be rated M by the ESRB, largely because of Mortal Kombat II and 3, and NARC. With all the other games, the compilation would have received a rating of a T (for teen) or lower. Primal Rage was rated T by the ESRB when it was previously ported onto fourth- and fifth-generation consoles.

The compilation was planned to include all three Mortal Kombat titles, Steel Talons and S.T.U.N. Runner. The first Mortal Kombat game was moved to the extras disc in the limited edition version of Mortal Kombat: Deception, while the other two games were omitted entirely because of developmental problems. Kozmik Krooz'r and Wacko were added instead.

The first Mortal Kombat later appeared in other compilations from the Midway Arcade Treasures series: Extended Play for the PSP, and Deluxe Edition for the PC; while S.T.U.N. Runner appeared in Midway Arcade Treasures 3.

Midway Arcade Treasures 2 was given average to favorable reviews from game critics.



Midway Arcade Treasures 3

6.7

Developer	Digital Eclipse
Publisher	Midway
Release date	(us) September 27, 2005
Genre	Compilation
Mode	1-2 (4) Players

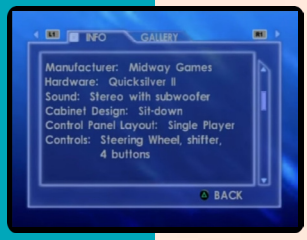
This is third Midway Arcade Treasures compilation. This collection focuses on Midway and Atari racing games from the 1990s.

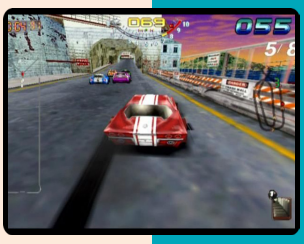
The games included are:

- Badlands
- Offroad Thunder
- Race Drivin'
- San Francisco Rush the Rock: Alcatraz Edition
- S.T.U.N. Runner
- Super Off Road (including its upgrade/add-on pack, Super Off Road Track Pack)
- Hydro Thunder (Dreamcast version)
- San Francisco Rush 2049 (Dreamcast version)

While most of the games in this collection are emulations or recreations of the arcade versions, Hydro Thunder and Rush 2049 are based on the console versions, specifically ports of the Dreamcast releases. Additionally, San Francisco Rush: The Rock was re-programmed from the ground up; while the tracks and vehicles are the same as the arcade version, the physics engine is slightly different, and the music has been replaced, save for the "What's Your Name?" high score music. However, this version runs at 60 frames per second, which is faster than the arcade.

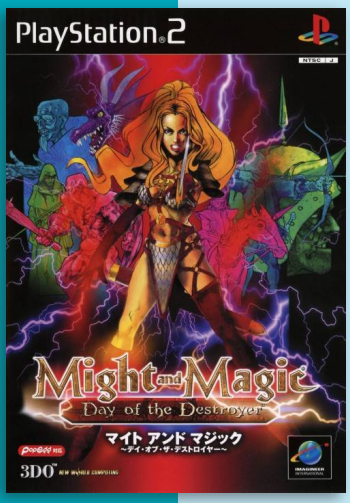
Super Off Road and its Track Pack is the only game on this collection, and in the entire trilogy, that was not developed by Williams, Midway, or Atari Games. It was developed and published by The Leland Corporation. For legal reasons, the image of "Ironman" Ivan Stewart has been altered in the two Super Off Road games; he now has sunglasses and a mustache and both games are now known as simply Super Off Road (the original arcade versions were known fully as Ironman Ivan Stewart's Super Off Road). "Ironman's" Speed Shop was renamed Off-Road Speed Shop, and Ivan himself (the gray, AI-controlled racer) was renamed "Lightning" Kevin Lydy. Ivan's name does, however, remain intact on the high score list ("IVN") and game credits.





Might and Magic: Day of the Destroyer

6.8



Developer	3DO
Publisher	Imagineer
Release date	(jp) September 6, 2001
Genre	Role-playing
Mode	1 Player

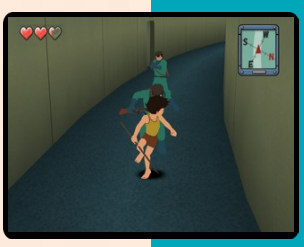
Day of the Destroyer is the eighth installment in the Might and Magic series, and a sequel to For Blood and Honor. The Destroyer is again walking the land. The legendary Planeswalker Escaton has been seen in Jadame, and the very elements themselves have felt his presence. In the four corners of the world, gates to the planes of Fire, Air, Earth and Water have opened and denizens of those realms are sweeping across the lands, devastating all in their path. Players will lead a band of rugged adventurers on a most perilous mission to save the kingdoms of ruin or watch as the lands are devastated forever.

The game's engine is virtually unchanged from the one used in the sixth game, apart from a few minor tweaks. The biggest difference from all the previous games in the series is the player's inability to create an entire party. Instead, the player generates one character, while the others at first act as NPCs in the game world and must be recruited. Instead of the traditional classes, the differentiation of the characters is mainly manifested in their races, which include, among others, minotaurs, vampires, and dark elves. The player can also choose to ally with different factions.

J

Mirai Shounen Conan

6.5



Developer	D3Publisher
Publisher	D3Publisher
Release date	(jp) August 25, 2005
Genre	Action-adventure
Mode	1 Player

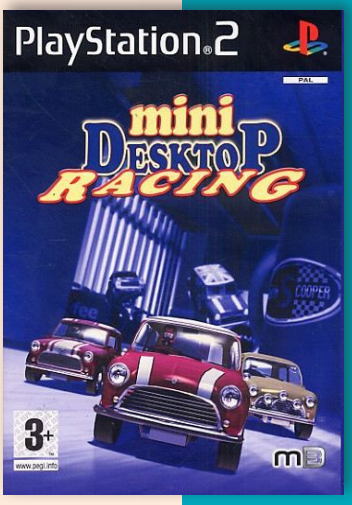
Mirai Shonen Conan is based on Hayao Miyazaki's anime series Future Boy Conan, itself an adaptation of the novel The Incredible Tide by Alexander Key. D3P used over 30 minutes of animation footage from the original series.

The game is a 3D action adventure where players, as Conan, embarks on an adventure to rescue his friend and beat the forces of Industria back with his great strength and uncommon abilities.

J

Mini Desktop Racing

Developer	Data Design Interactive
Publisher	Metro3D
Release date	(eu) July 27, 2005
Genre	Racing
Mode	1-2 Players

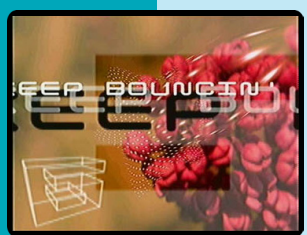


Mini Desktop Racing is a single and multiplayer racing game with a top down view, much like "Micro Machines". Players race in a variety of mini cars around a variety of desktop areas. The game offers reasonably interactive courses by allowing players to "turn on fans" and "spill drinks" in attempts to hinder opponents. Every level has a variety of different things that can be interacted with. The game can be played in single-player mode, in which players can race against one or more computer-controlled opponents or in multiplayer where they can race against another player.

Mini Desktop Racing had very poor advertising, making it a relatively unknown game. Reviews are difficult to come by, though most critics gave the game low scores, criticizing primarily its poor presentation.

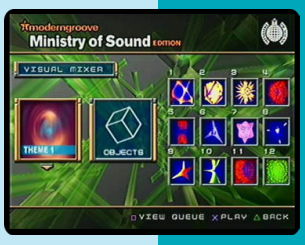
P

Moderngroove



Developer	Ubisoft
Publisher	Ubisoft
Release date	(eu) July 13, 2001
Genre	Music
Mode	1 Player

7.0



Moderngroove: Ministry of Sound Edition is 5 hours of electronica music from European DJs along with thousands of dynamically-generated 2D and 3D visuals that synch to the music.

What MTV Music Generator is to music mixing, Moderngroove is to visual mixing. The product allows users to create their own visuals with the Visual Mixer, input their own text via USB keyboard or controller. Or simply turn on the "Karaoke mode" to incorporate the lyrics of each song into the synching visuals.

Moderngroove is the world's largest independent dance music label and is world-renowned for their compilation CDs, lifestyle magazine, travel tours, and the South London nightclub that started it all.

"mobygames.com"

P

Missing Parts Side A: The Tantei Stories

5.8

J

Missing Parts is an adventure series released first for the Dreamcast console and later on Playstation 2 with a new control system, CG gallery and enhanced graphics.

The games plot is about Kyosuke Magami working at the Narumi detective agency. Daughter of Seiji Narumi disappeared and Magami have to find her. Along the way, Magami are going to find more mysterious things behind the original reason of her disappearance.

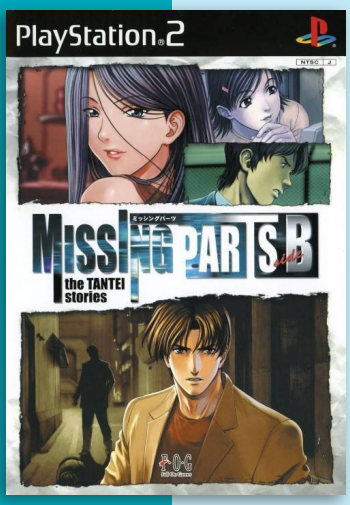
Side A includes the following episodes:
The music box: This case takes place in an antiques shop where a murder takes place.
The red cameo: This case takes place at an idol audition where some suspicious things are happening.
The paper knife: In this case Kyosuke receives something from Ryota and have to investigate an incident, during the case a mysteriouse black society will appear.

"psxdatacenter.com"

Developer	O-Two, Missing Prisma
Publisher	Fog
Release date	(jp) November 27, 2003
Genre	Adventure
Mode	1 Player

Missing Parts Side B: The Tantei Stories

6.2



J

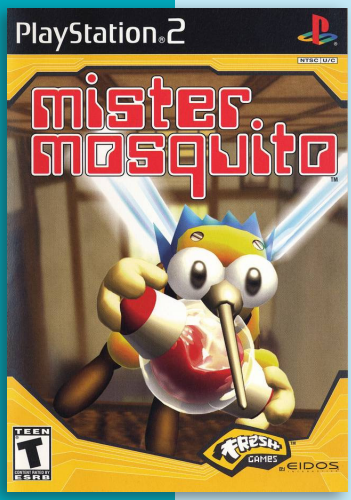
Side B episodes include:
Teddy bear injured: This case starts with a visit to a hospital, when Nanako asked Kyosuke to start a investigation.
The lost pocket watch: This case starts on the way back from the bar. Kyosuke stumble upom the dead body of a taxi driver.
Pendant revisited: This case starts at a charity concert. This is where all the conspiration that appear in the other cases will take place and Kyosuke will face the biggest case of his life.

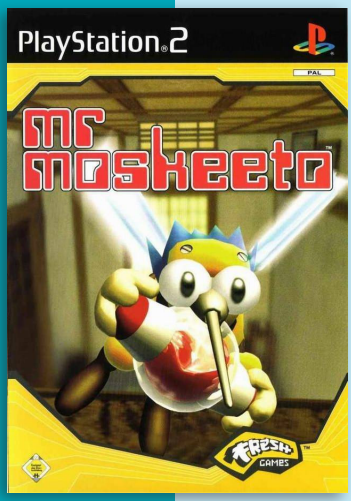
"psxdatacenter.com"

Developer	O-Two, Missing Prisma
Publisher	Fog
Release date	(jp) February 19, 2004
Genre	Adventure
Mode	1 Player

Mister Mosquito

6.5





J N P

Developer	Zoom
Publisher	Eidos Interactive, (jp) SCEI
Release date	(jp) June 21, 2001
Genre	Action
Mode	1 Player

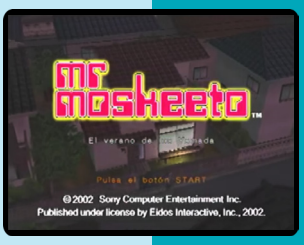
Mister Mosquito, spelled Mr Moskeeto in PAL regions and known in Japan as Ka (蚊, lit. "Mosquito"), was released for the PlayStation 2.

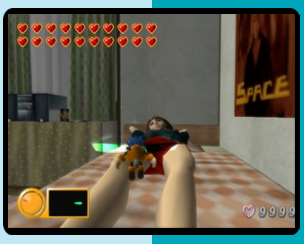
The player controls a mosquito named "Mister Mosquito", the game's title character, who has taken up residency in the house of the Yamada family, life-sized humans that serve as the protagonist's food source in the game.

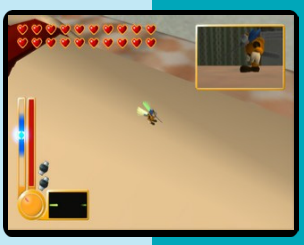
The gameplay revolves around one thing: sucking blood from the Yamada family while they go about their everyday business. However, the player can only suck from a designated body area which will only be available at specific times. Each family member follows a set looping pattern of movements. By following these movements, the player must fill a quota of blood for each stage. The challenge in bloodsucking is that each victim has a "stress meter". The player must make sure that the victim stays unaware. Sucking too fast or too slow will increase the victim's stress level. If Mister Mosquito is swatted while sucking blood, instant death occurs. If the player is noticed by a victim while flying around, Battle Mode begins, involved like boss battle. The victim tries to attack Mister Mosquito through various means. To calm them, the player must hit a number of pressure points, relieving them of tension. Once they are relaxed enough, they return to their business.

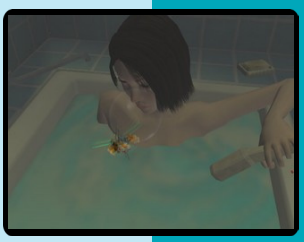
The game is made up of a series of stages which must be unlocked in order by completing each previous stage. Players can choose their own path though each stage. At the start of each stage is a briefing detailing the room where the stage takes place, the victim and area(s) on their body from which blood can be sucked, and any prevalent dangers. The rooms in each stage are fully explorable. Each room has items hidden in obscure places which can bring various benefits.

In 2008, Game Informer named Mister Mosquito one of "The Top Ten Weirdest Games of All Time". The game was also included by G4 on its own list of weird games.



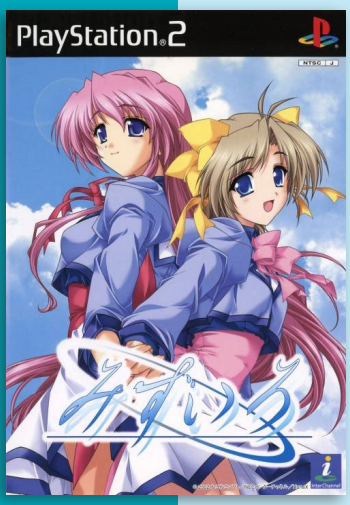






Mizuiro

7.8



Developer	HuneX
Publisher	NEC Interchannel
Release date	(jp) December 26, 2002
Genre	Visual novel
Mode	1 Player

Mizuiro is a visual novel made by NekoNeko Soft released in 2001. It has versions for four different platforms: PC CD (3 Disc), Dreamcast, PlayStation 2, and PC DVD-Rom.

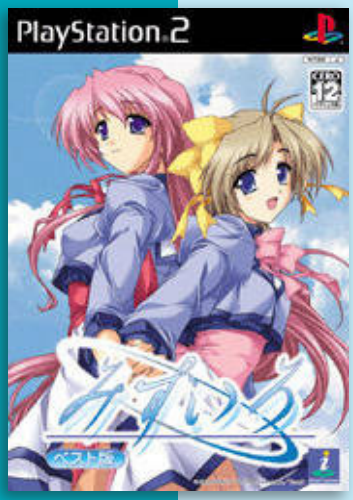
The player's character is very young, with the story beginning with the meeting of Yuki for the first time and developing a loving sibling relationship although they are not both related in blood as Yuki was adopted.

In the pre-opening of the game, the player makes choices to decide the story of the game. The first meeting of Hiyori occurs, who is a lost girl crying in the park. The game then presents the problems of the character that the players choices led to.

The game start with the players character in the second year of senior high. A story about a character is presented to the player depending on the choices made in the pre-opening.

There were two anime OVA adaptations of the game, a two-episode hentai OVA in 2002, and Mizuiro 2003, a two-episode non-hentai OVA in 2003. Both have same characters, but with somewhat different storylines.

Best Version



J

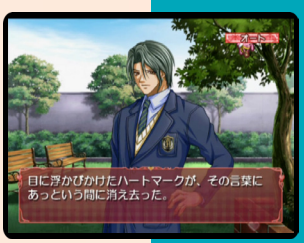
Mitsu x Mitsu Drops: Love x Love Honey Life

6.4

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) April 6, 2006
Genre	Visual novel
Mode	1 Player

Love X Love Honey Life,based on the Honey x Honey Drops shōjo manga series created by Kanan Minami, is a love simulation for girls, as players attempt to win the hearts of a male cast of heroes. Players take the part as Kurumi Shiratsume, a young girl who's just switched schools to Houjou Gakuen. Kurumi ends up working under Satsuki Rindou and Iori Yukiyanagi as she attempts to get through her school days.

"ign.com"



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Mizu no Senritsu

7.0

J

Developer	Kid
Publisher	Kid
Release date	(jp) September 29, 2005
Genre	Visual novel
Mode	1 Player

Players take the role of Hina Shiraishi, a second-year schoolgirl. One day strange incidents are happening to her, from being pushed down the stairs to having wild dogs attack her. At night, a mysterious elderly woman speaks to her in her dreams. Hina soon finds herself caught in a war between two supernatural human races.

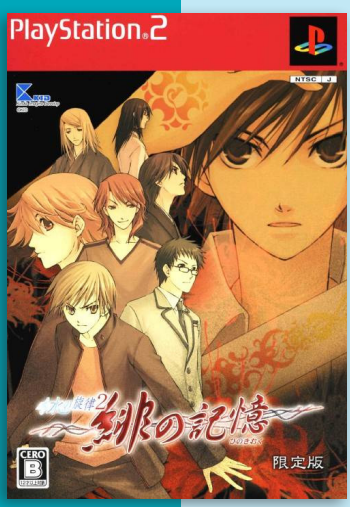
The Limited Edition includes a prologue drama CD “Mizu no Senritsu - Prelude”.

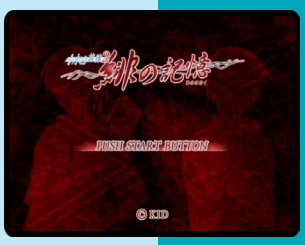
“psxdatacenter.com”

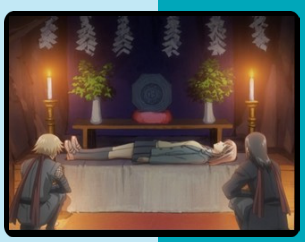
Mizu no Senritsu 2: Hi no Kioku

7.5

Limited Edition







J

Developer	Kid
Publisher	Kid, CyberFront
Release date	(jp) October 26, 2006
Genre	Visual novel
Mode	1 Player

Players take control of Kira and examine mysterious cases happening around her. The text reading style is remained, and “Battle Mode” is added. Characters from the previous product also appear, including Hina.

The game takes place 2 years after the events of the 1st game. This time, the story centers around Kashiwagi Kira, a girl who grew up in an orphanage together with good Tezuka. One day, while asked to accompany ‘Kyou-nii’ to the hotel she discovers the mysterious sword, Blade of Ashura, hidden in a shrine.

The gameplay in the battles sequences have a battle icon spinning at a high-speed while the player has to press a button to either attack (green triangle), counter (red circle) or defend (purple square). What players press (and the timing) will then decide the outcome.

The Limited Edition includes a drama CD and an illustration book.

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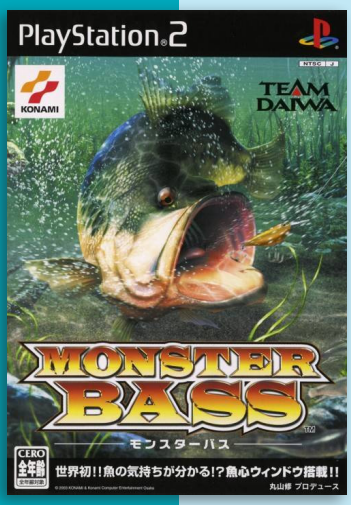
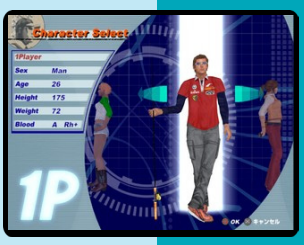
Monster Bass

7.5





Developer	Team Daiwa
Publisher	Konami
Release date	(jp) February 6, 2003
Genre	Sports
Mode	1-2 Players

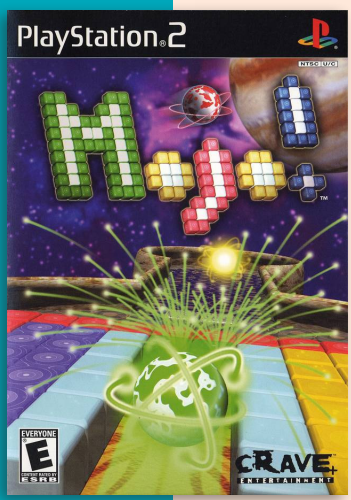
In this game the freshness of the lure can affect the rate of success to catch a fish. Each fish has three status gauges: revitalization, caution and hungry. Players can verify the status of each fish before catching it. Monster Bass support both dual shock 2 controller and the fishing rod controller.

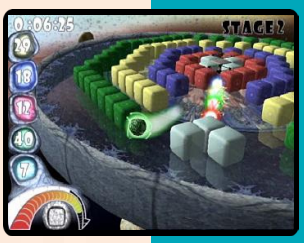
The game features 5 different characters (3 male & 2 female ones) and different fishing spots. Game modes include:
Tournament: Players compete in a tournament.
Variety: Single and versus modes avaliables. The player can choose the rule of the battle.
Free Fishing: Players choose a character and a fishing spot.
TackleBox: Players choose the lure, rods and lines.
Aquarium: Players can see the fishes that they catch.

J

Mojo!

6.3





Developer	Crave
Publisher	Crave, (eu) Mindscape Inc.
Release date	(us) August 26, 2003
Genre	Puzzle
Mode	1-4 Players

Mojo! is a 2003 puzzle video game released for PlayStation 2 and Xbox. The player controls a marble through a series of traps in order to break all of the colored blocks in a level. It is somewhat similar to Super Monkey Ball, Marble Blast Gold, and Marble Madness, yet is much different and provides a much larger set of puzzles and obstacles to solve. Players receive a bonus if they beat a level in a certain amount of time. There are 100 levels included in the game, and a few multiplayer modes. There is also a stage editor where players can create all new levels.

The PlayStation 2 version was issued on CD while the Xbox version was issued on DVD.

N P

MLB Slugfest 20-03

7.7

Developer	Midway
Publisher	Midway
Release date	(us) June 23, 2002
Genre	Sports
Mode	1-2 Players

MLB Slugfest 20-03 was Midway's first arcade sports title that tackles American baseball. Players can take control of all of their favorite Major League Baseball teams and players armed with all of their real stats, attributes, abilities and attitude. Slugfest features many playable minigames, a season mode, quick play and exhibition play.

The game feature flaming fastballs that take out batters ankles (and reducing their stats), out-of-the-park home runs, dropkicking the catcher on the players dash to home plate, kidney punching the batter and many other brutal tactics bring sportsmanship to an all-new low.

The game feature real stadiums along with several fantasy stadiums that can be unlocked.

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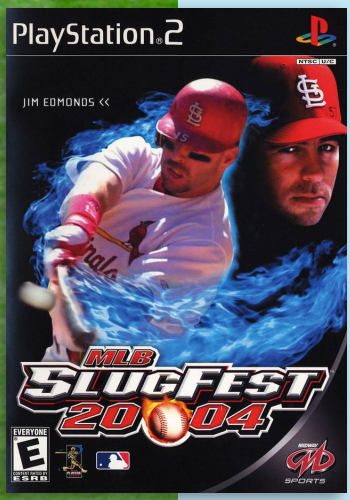
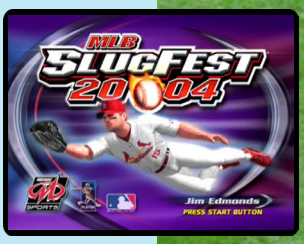
MLB Slugfest 20-04



Developer	Criterion Games
Publisher	Midway
Release date	(us) March 16, 2003
Genre	Sports
Mode	1-8 Players

7.8



The second title in Midway's baseball series, SlugFest 20-04 continues to pour on the rough-housing gameplay, bizarre codes, and humorous commentary. In addition to the new Home Run Derby mode and Create-A-Team options, the game features the ability of pitchers to catch "On Fire" and impossible Special Pitches that zigzag, arc, and whizz by any batter.

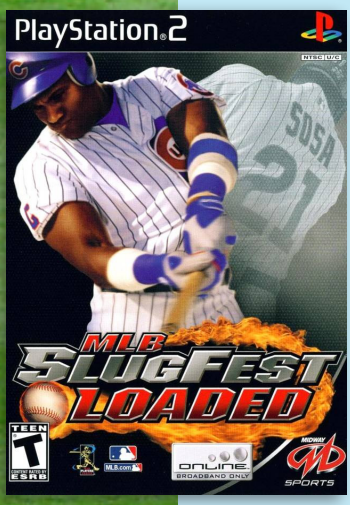
New secret teams have been added to the previous bunch, including aliens, minotaurs, and Sub-Zero of Mortal Kombat fame. The customizable Instant Replay is another nice touch, allowing players to relive the awkward moments once they pause the game.

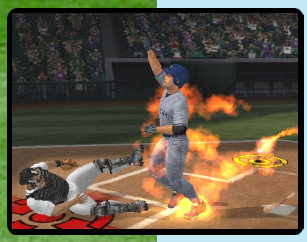
Tim Kitzrow and Jim Shorts return to the commentators' booth, making their signature random comments and incessant arguments.

"mobygames.com"

MLB SlugFest: Loaded

7.7





Developer	Point of View
Publisher	Midway
Release date	(us) June 23, 2004
Genre	Sports
Mode	1-2 Players

MLB Slugfest Loaded is a Midway style sports game that features aggressive baseball playing strategies and supports 4 game play modes. Quickplay, Franchise, Home Run Derby, and Online Mode. Each game mode features intense over the top baseball action situated in real life stadiums or in un-lockable fantasy environments.

The various game modes allow players to compete against intelligent computer controlled opponents or play against human players both on and offline.

The intuitive interface allows novice players to quickly pick up the game and start playing within minutes. Although MLB Slugfest Loaded is easy to learn, experienced players will also find the game compelling with a vast array of customizable options, un-lockable teams and stadiums.

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MLB SlugFest 2006

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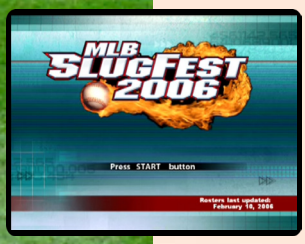


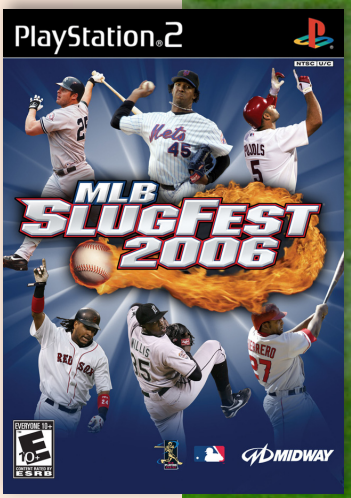
N

Developer	Blue Shift
Publisher	Midway
Release date	(us) June 5, 2006
Genre	Sports
Mode	1-2 Players

Slugfest 2006 continues the franchise's special brand of arcade style baseball with a mix of old and new features. All of the basic over-the-top gameplay, such as hard collisions, turbo power pitching and batting, and on-fire unlimited turbo remain intact. Also returning this year are commentators Jim Shorts and Tim Kitzrow.

Gameplay modes include Create-A-Player, Create-A-Team, Season Mode, Challenge Mode, Playoffs, and Home Run Derby. Other new features include fighting game style special pitches in which players input a special sequence of button presses to unleash wild and hard to hit throws. Stadiums and uniforms have been updated for the 2006 season, and the rosters are current as of February.

"mobygames.com"



MLB Power Pros

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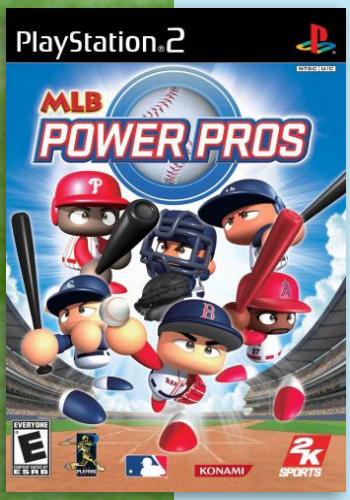


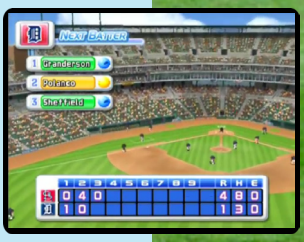
J N

Developer	Konami
Publisher	2K Sports, (jp) Konami
Release date	(us) October 3, 2007
Genre	Sports
Mode	1-2 Players

MLB Power Pros is a baseball video game developed by Konami for the Wii and PlayStation 2. It is part of the traditionally Japan-only Power Pros series of video games, and is the first game in the series to be released outside Japan.

Gameplay within MLB Power Pros features "easy pick-up and play mechanics". The game contains over a dozen gameplay modes, including a Season Mode and a Success Mode. Within the former, the player takes the role of a General Manager of a Major League Baseball team, with the goal of winning the World Series. The player will have control over all the aspects of the team, including training players, purchasing better equipment, and trading players between teams. Maximum playtime is 10 years, or if the team points run out, then the game is over.

The story-based Success Mode, which has been a regular element in the Japanese series (main series) since the third release, mixes traditional role playing elements with baseball scenarios, following the player as he starts from a college baseball player with the goal of becoming a Major League player. The player will train their character in numerous games while dealing with other social situations such as the character's academics, teammate Marvin, and gaining a part time job. Unlike the Japanese installments, My Life mode is not placed in this installment, but it has an ability editor which Japanese version never had, due to the importance and popularity of success mode in Japan. (note: Success mode is the mode which Power Pro Series create original players). The players character has three years to impress a scout so they will make it to the minor leagues. The players will have to improve their character by practicing, studying, earning money in a part-time job, dating, and of course, playing baseball games. Players can play any position such as a starting pitcher, reliever, closer, or fielder. Also, they will be given Fate Cards to make a decision. These cards are "yes," "no," "challenge," or "Marvin."



MLB Power Pros 2008

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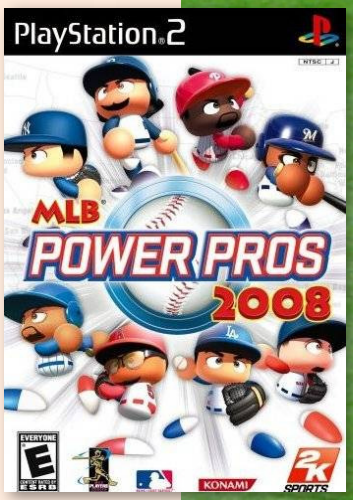
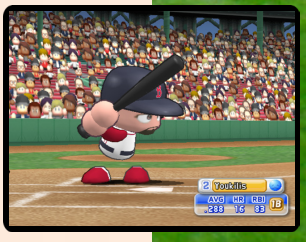
Developer	Konami
Publisher	2K Sports, (jp) Konami
Release date	(us) July 29, 2008
Genre	Sports
Mode	1-2 Players



MLB Power Pros 2008 is the sequel to MLB Power Pros. It was released for the Wii and PlayStation 2, as well as the Nintendo DS handheld, and is part of the traditionally Japan-only Power Pros series of video games. The game retains the same look, feel, and gameplay as its predecessor, but features updated rosters, new modes (such as MLB Life), new features (in-game bullpen control), among others.

The new mode on MLB Power Pros 2008 is about carrying on a career as a professional player (for the purposes of this section, "users" are those playing the video game, whereas "players" are the in-game characters); this player can be one of three things. First, the player may already be in the majors or triple A. Second, users can create a player and customize his skills. Third, users can use a created player from success mode; this player has made it to the major league level.

During a game instead of pitching and batting the whole game, users will bat and run the bases as the individual player, and control other players on the bases. (This requires the user to enable the option of manual base running.) When the user plays as a pitcher, he or she will pitch only when the player is on the mound; fielding is computer-controlled.



When controlling a player, users will have a day planner every day. Most days there will be a period of time were users can choose what to do, called Free Time. Some would be hobbies like golf, driving, darts and reading. Another option is to rest, where players gain vitality and lower fatigue. There is also practice alone. That is when users will work on skills. Finally, there is Chat option, where players can talk to fellow baseball players, agents, managers, ladies, and others.

After 20 years or if players are showing age and have put up the significant statistics, the player's time to retire will come. After notifying the manager, a retirement date will be set. Once the player has played that day, his career will come to an end. At that point, the player will have finished MLB life on MLB Power Pros 2008.

MLB 2004

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Developer	989 Sports
Publisher	SCEA, (jp) SCEI
Release date	(us) March 10, 2003
Genre	Sports
Mode	1-2 Players

MLB 2004 strives for realism with total control batting, pitching, and fielding, as well as having every player's head accurately recreated with the use of a 3D scanner.

In addition to returning modes such as season play and home run derby, new in the 2004 edition of the game are career, spring training, and franchise modes.

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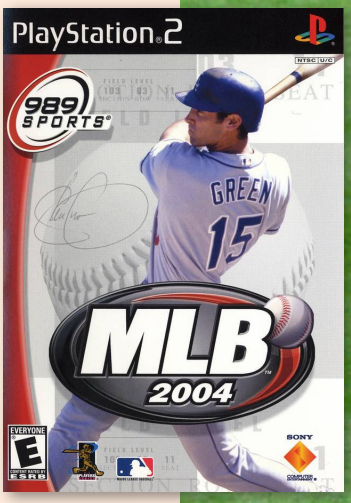

MLB 2005

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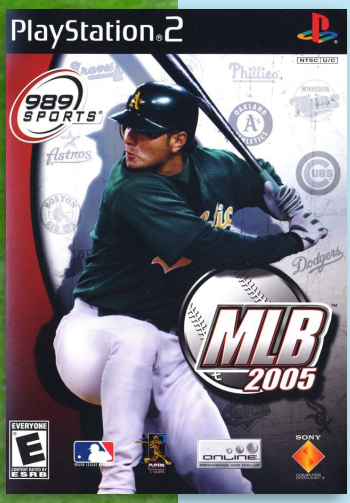
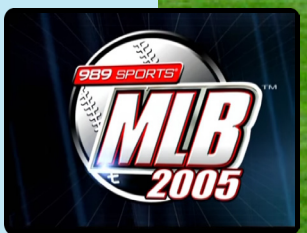
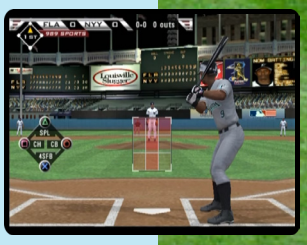


Developer	989 Sports
Publisher	SCEA, (jp) SCEI
Release date	(us) March 16, 2004
Genre	Sports
Mode	1-2 Players

MLB 2005, not to be confused with MLB 2004 which was named MLB 2003 in Japan, features EyeToy functionality that puts the players face in the game. The game also feature a new Career mode that takes gamers from Class-A ball to the Fall Classic, and a deep Franchise mode that allows players to control every aspect of running a ball club from parking prices to player contracts.

"pcsx2.net"





MLB 2006

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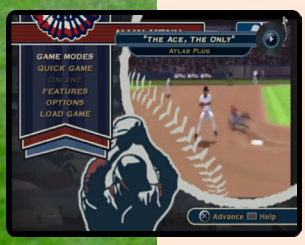
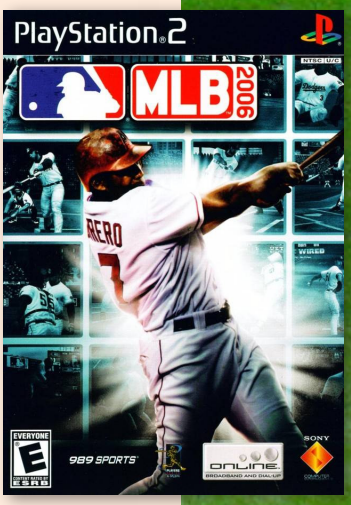


Developer	989 Sports
Publisher	SCEA
Release date	(us) March 8, 2005
Genre	Sports
Mode	1-2 Players

MLB 2006 features a variety of gameplay enhancements, such as "branch point technology," which provides smoother fielding transitions and baserunning; a fielding zone that matches a player's attributes with the players skill level; and a "pitcher confidence marker" that helps determine their ability to hit spots in the strike zone. The game also enhances the series' franchise mode and introduces a career mode.



MLB 06: The Show

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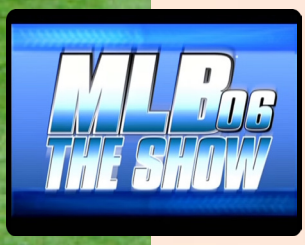
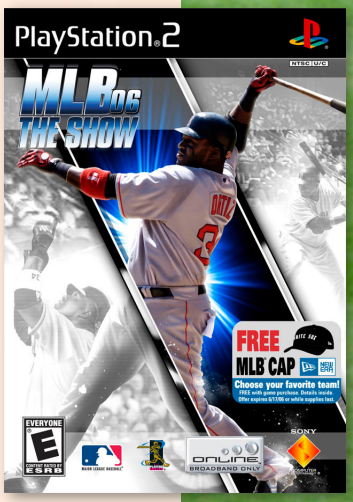
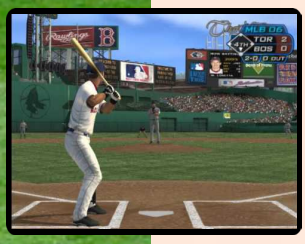


Developer	SCEA San Diego Studios
Publisher	SCEA, (ko) SCE Korea
Release date	(us) February 28, 2006
Genre	Sports
Mode	1-2 (8) Players

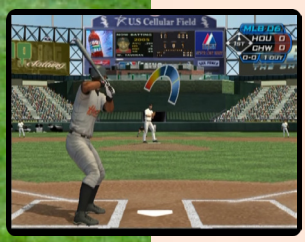


MLB '06: The Show was produced by Sony Computer Entertainment, primarily by SCE's San Diego Studio, which was formerly known as 989 Sports. It was the only first-party MLB-licensed video game for the 2006 season drawing attention to the brand and franchise. The game was one of two MLB-licensed games for 2006 along with Major League Baseball 2K6. It is the first game in the MLB: The Show franchise.



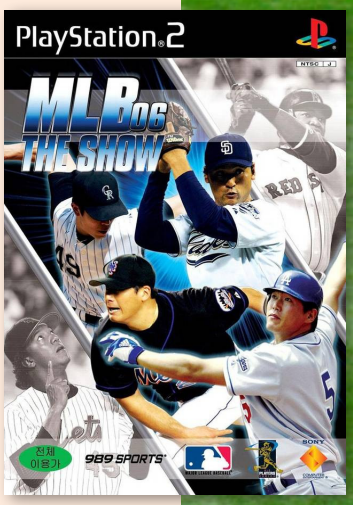
The game does not feature any MLB player who is not a member of the Major League Baseball Players Association. However, there are some fictional players in the game that are similar to these missing players, most notably 'Reggie Stocker', a fictional player standing in for Barry Bonds, a play on the name Bonds, as in security bonds, and Stocker, as in stock broker, two money related names.

MLB 06: The Show features a career mode which is one of the game's unique features. This is known as "The Show" mode, giving the game its name. In this mode, the user creates player and attempts to take him to Major League stardom. The game features officially licensed Double-A and Triple-A baseball leagues and teams from the 2006 season. By performing well, users can eventually guide their player to the major leagues. A unique aspect of the game mode is the user's controlling only his/her individual player during gameplay, as opposed to the entire team. For example, if a player is pitching in a certain game, the gameplay will simulate half-innings in which the user's team is hitting. Also, a user-controlled starting pitcher's schedule will be simulated for all games in which the user does not pitch.



MLB 06: The Show also features a Season mode in which users can carry one team through an entire 162-game season and into the playoffs if you make it there. Users can pick from the thirty current Major League Baseball teams and have the options to change team rosters, review scouting reports for opposing teams, and view statistics and standings. In this setting, all players on a team are user-controlled during gameplay, unlike "The Show" mode.

Korean Release



MLB 07: The Show

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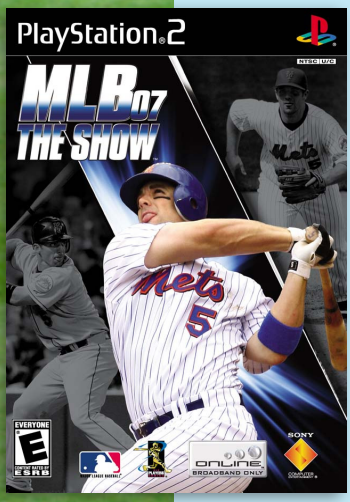
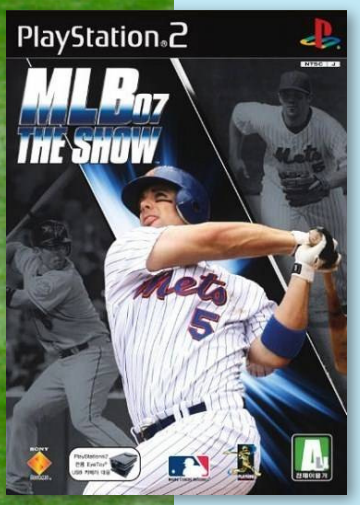
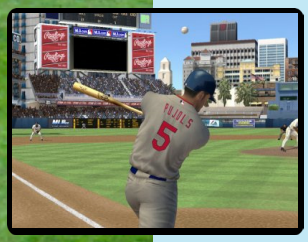


Korean Release





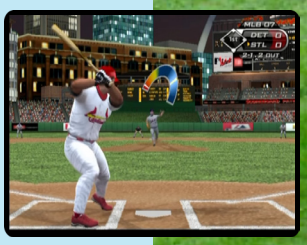
Developer	SCEA San Diego Studios
Publisher	SCEA, (ko) SCEI
Release date	(us) February 26, 2007
Genre	Sports
Mode	1-2 Players

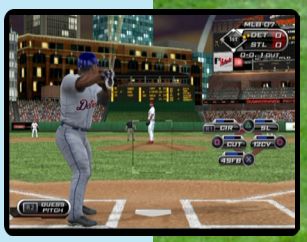
MLB 07: The Show is the only first-party MLB-licensed video game for the 2007 season, and the only baseball game available for the PlayStation systems aside from Major League Baseball 2K7.

New York Mets 2007 All-Star third baseman David Wright is featured on the cover. The three-man team of announcers once again include Rex Hudler, Matt Vasgersian and Dave Campbell.

MLB 07: The Show enables gamers to play both offense and defense from the created player's perspective. It also feature a new New Pitch Command System (PCS) that delivers comprehensive strategy to pitch selection, as a pitcher's "pitch comfort" will be predetermined based on a best to worst pitch scenario. It is up the gamer to decide if he/she should try to "work on a pitch" or just go with what is working. Additionally, with the Adaptive Pitching Intelligence (API) feature, catchers will call the game based on the individual strengths and weaknesses of each pitcher as well as analyze tendencies of batters. Gamers will now have the ability to either trust the pitches called by the catcher or shake them off. MLB 07: The Show also delivers an online feature set, including Online League Play, which offers the ability to set up customizable leagues with up to 30 teams, complete with full stat tracking, point benefits and rewards.

The game received "generally favorable reviews" on all platforms according to Metacritic. One aspect that has been mentioned by reviewers are the number of bugs or glitches in the game. Examples of this are scoring runs after being caught out and high fly balls not functioning correctly. The game suffered in its reviews due to this with critics praising the gameplay but lamenting the sheer number of bugs that should have been solved before release. Maxim gave the PlayStation 2 version a score of eight out of ten, saying, *"It's become fashionable for billionaire ballplayers to discuss their feelings [...] which is no doubt why The Show's developers decided to focus on your pitcher's feelings this year."*





MLB 08: The Show

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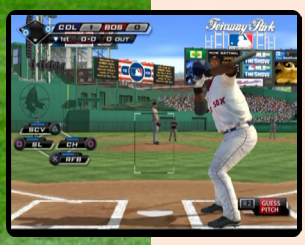
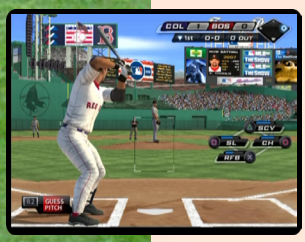
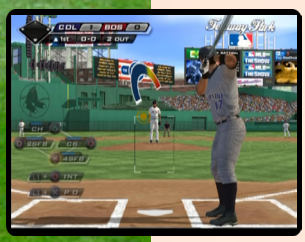
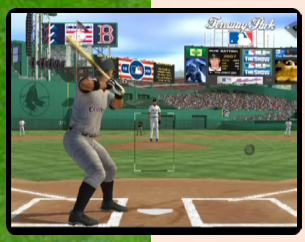
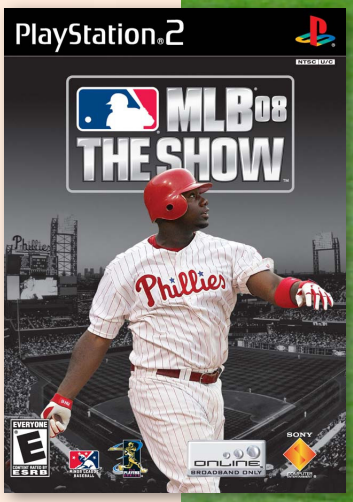








Developer	SCEA San Diego Studios
Publisher	SCEA
Release date	(us) March 4, 2008
Genre	Sports
Mode	1-2 Players



MLB 08: The Show was released for the PS2, PS3, and PSP systems. It is the longest-running officially licensed Major League Baseball game series on the PlayStation systems. MLB 08: The Show is the third edition of the MLB: The Show series of video games. Ryan Howard, all-star first baseman for the Philadelphia Phillies, is featured as the game's cover athlete.

The game is a baseball simulation in which, depending on the gameplay mode, the player controls one or all of the players on a Major League Baseball team or some select Minor League Baseball teams. Depending on the gameplay mode, the player may control a team for a single game, season, or franchise, and can also create a player and control his career.

Gameplay is similar to the other versions of MLB: The Show, as well as most baseball simulation video games. Some new features were introduced in various gameplay modes. The player may take control of one of 30 Major League Baseball teams in any game mode (excluding Road to the Show) and use that team in gameplay. The game has variable game modes in which a player takes control of a team for a single game, one season, or a franchise (multiple seasons). The player may control the team's batting, pitching, and fielding while playing the game. Many new general features have been introduced to the game as improvements to the previous edition, MLB 07: The Show. One of the major updates to the game is the "Batter/Pitcher Analysis" feature. This feature allows players to check the "match up" between the current batter and pitcher. Information such as strike/ball ratio, pitch types, pitch frequency, pitch location and the last 25 pitches thrown by the current pitcher. For pitchers, stats such as batters "hot zones", balls taken, strikeout pitch location, and stats when facing that particular pitcher.

The game received "favorable" reviews on all platforms according to Metacritic.

MLB 09: The Show

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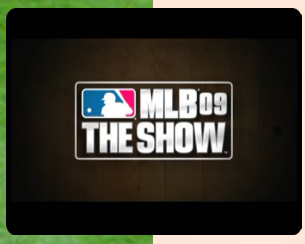
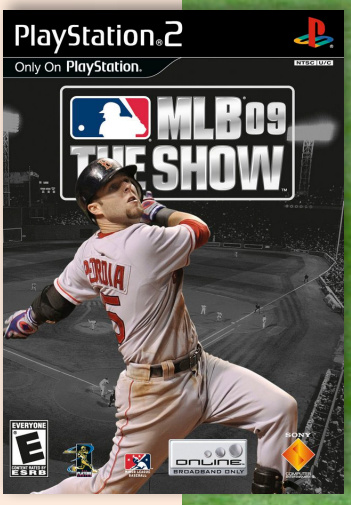
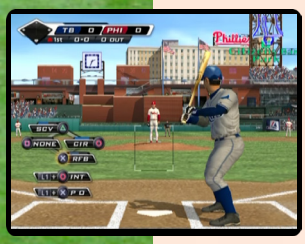


Developer	SCEA San Diego Studios
Publisher	SCEA
Release date	(us) March 3, 2009
Genre	Sports
Mode	1-2 Players

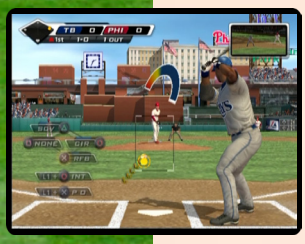


MLB 09: The Show was released for the PS2, PS3 and PSP. It is the fourth edition of the MLB: The Show series.



MLB 09: The Show improves and adds many features to the previous 08 edition. The franchise and career modes are improved with Road to the Show 3.0, which updated the popular mode with an all-new steal and lead-off system, and more interaction with the player's coaches; Franchise 2.0 adds several new features to its career mode including salary arbitration, waiver transactions, September call-ups, and the 40-man roster.

Among the in-game improvements include "Hot-shot Fielding", which allows more dynamic fielder reactions and animations, as well as improved bare-handed flips, "Progressive Batting Performance", in which player abilities improve or regress depending on how the gamer plays. With "Multi-Branch Fielding", players can now take full control of fielders and break out of any animation in the process, while "Adaptive Pitching Intelligence" (API) allow catchers to call the game based on individual strengths and weaknesses of each pitcher and analyze tendencies of batters. The game also graphically reflects the pitch being thrown on the pitcher's hand, and includes 18 different pitch types including six fastball variations.



MLB 10: The Show

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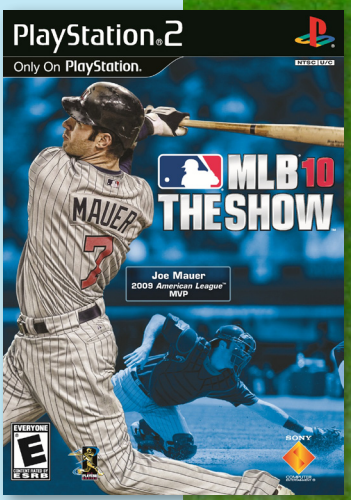
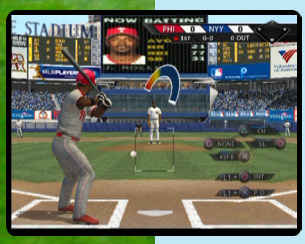
Developer	SCEA San Diego Studios
Publisher	SCEA, (ko) SCEI
Release date	(us) March 2, 2010
Genre	Sports
Mode	1-2 Players



MLB 10: The Show was released for the PS2, PS3 and PSP. The game presents a number of new features, including catcher mode, and Home Run Derby.



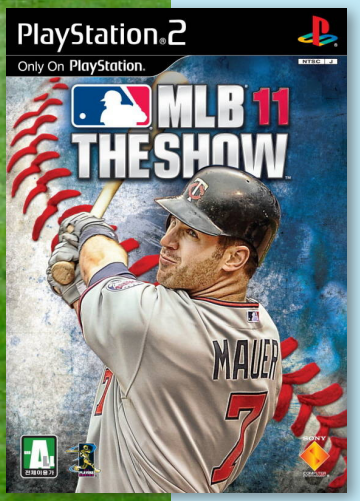
Joe Mauer, the catcher for the Minnesota Twins, appears on the cover of MLB 10: The Show. Mauer was also the 2009 American League MVP.

The PS2 version of the game sold almost 200,000 copies.

MLB 11: The Show

8.2

Korean Release



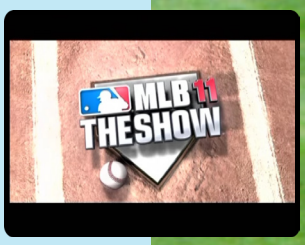
Developer	SCEA San Diego Studios
Publisher	SCEA, (ko) SCEI
Release date	(us) March 8, 2011
Genre	Sports
Mode	1-2 Players

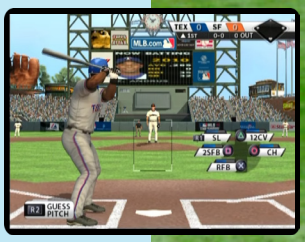
MLB 11: The Show includes all 30 MLB teams, rosters, and stadiums from the 2011 season. This is the final installment available for the PlayStation 2 and the PSP.

The PlayStation 2 version featured co-op play and updated rosters, but did not receive the updated Road to the Show, analog control or the Challenge of the Week feature. The controls stay the same as MLB 10: The Show's and Road to the Show continues with the advancement goals and in-game goals. Also, Eric Karros did not replace Rex Hudler in the PlayStation 2 version. Some features have also notably been removed from the PlayStation 3 version despite being in the earlier PS2 installments, such as the bullpen meter that states whether or not a relief pitcher is warmed up.

New to the MLB 11 The Show broadcast booth is former Los Angeles Dodgers first baseman Eric Karros—replacing Rex Hudler—who joins franchise veterans Matt Vasgersian and Dave Campbell to complete the three man crew. However, Hudler is retained in the PS2 version.

The PS3 version received "universal acclaim", while the PS2 and PSP versions received "generally favorable reviews", according to Metacritic.





N

Missing Blue

4.9

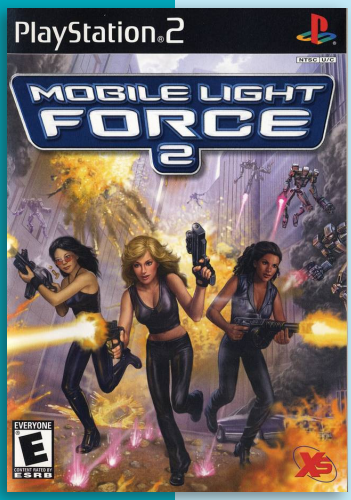
Developer	Tonkin House
Publisher	Tonkin House
Release date	(jp) July 26, 2001
Genre	Visual novel
Mode	1 Player

Players take control of Masamura Kouji, a second year student at Seiryou high school. One day, a transfer student, Kasuga Mizuki, hands him a mysterious crystal. While being certain the two of them never met, the main protagonist feels they somehow did. Thus begins this digital novel which seeks interactive support from the player.

J

Mobile Light Force 2

5.9



Developer	Alfa System
Publisher	XS Games, (jp) Taito Corporation
Release date	(jp) June 26, 2002
Genre	Shooter
Mode	1-2 Players

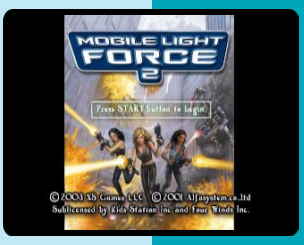
Shikigami no Shiro (式神の城 lit. Formula-God's Castle), released in North America under the title of Mobile Light Force 2 and in the PAL region as MLF2 - Mobile Light Force 2, it was developed by Alfa System and is the first game in the Shikigami no Shiro series. It was originally released as an arcade game and later ported to the PlayStation 2, Xbox, and Windows.

When localized, publisher XS Games re-titled the game as a sequel to Mobile Light Force, but in reality the games are unrelated. Mobile Light Force is known as Gunbird in Japan, and was not developed by Alfa System.

The game is set in July 2005 after a string of serial murders take place in Tokyo. All the victims are female and killed by external injury. The killings take place within 20 hours. On July 21, the 31st victim is found. The police force classify the case as special crime #568, and begin to seek investigators from occult sources. On July 23, there is a 32nd victim.

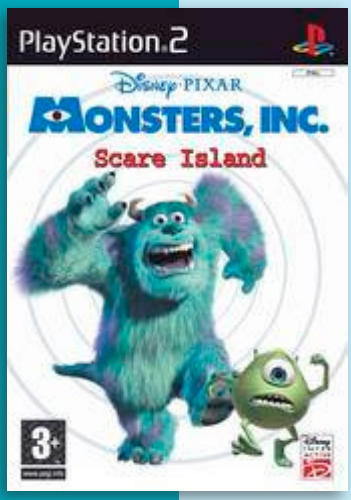
The game is a 2001 shoot 'em up. When holding down the attack button, the player moves at slower speed, and all on-screen items are automatically retrieved. The player character is invulnerable when a special attack is in effect. When the player character is close to an enemy bullet, the points gained from destroying enemies and retrieving items is multiplied by a factor based on the distance between the bullet and the player character's center. The closer they are to the bullet, the higher the scoring. When destroying enemy in shikigami mode, the multiplier also applies to the number of items dropped by enemy and all items dropped by the enemy are automatically retrieved.

The Xbox release adds Practice mode, Gallery, and Replay mode, while the PlayStation 2 release adds Practice mode, Gallery, and Side Story modes.



Monsters, Inc.

5.2



Developer	Artificial Mind and Movement
Publisher	SCEE, (us) SCEA
Release date	(eu) February 1, 2002
Genre	Action-platformer
Mode	1 Player

Monsters, Inc. on the PlayStation 2 is a 3D platformer based on the Pixar film. Players control James P. "Sulley" Sullivan through 8 levels based on environments from the movie, including the scream factory, the streets of Monstropolis, Sulley's apartment, the Himalayas, and more. In each level, the main goals might include picking up one or more special items, or simply finding the exit. Sulley has to make his way across platforms, ladders and conveyor belts by jumping, climbing, flipping switches and pushing crates around. To attack enemies, Sulley can use his tail to whip opponents. The game has no lives system, so levels can be attempted an unlimited amount of times.

Each level also includes a number of collectibles and special tasks. There are 100 discarded screams to pick up - finding a certain percentage of them unlocks mini-game bonus levels. There are also 5 scream canisters to find and a small challenge involving scaring 5 mice within a time limit. If both are completed, clips from the movie are unlocked.

The game received mostly "mixed or average reviews". Douglass C. Perry from IGN gave the game a 2.9/10 rating, called the gameplay, *"formulaic, obvious, and occasionally cute."*

N P

Mobile Suit Gundam Seed

4.9

Developer	Natsume
Publisher	Bandai
Release date	(jp) July 31, 2003
Genre	Third-person shooter
Mode	1-2 Players

This Japan-exclusive game is the first to be based on the Gundam SEED franchise. It is a 2.5D action game that faithfully follows the plot of the show. The player take the role of the main character Kira Yamato.

In battle, players use the "Neuro Pointer" function that searches for enemies approaching and automatically locks on in 3D scrolling action.

J

5.8

Mobile Suit Gundam: Journey to Jaburo

Gundam the Best

J N

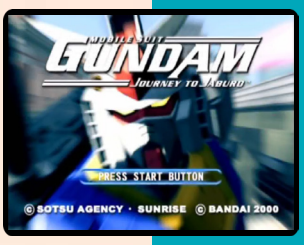
Developer	Bandai
Publisher	Bandai
Release date	(jp) December 21, 2000
Genre	Action, Third-person shooter
Mode	1 Player

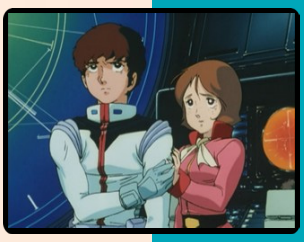
Mobile Suit Gundam: Journey to Jaburo (Kidō Senshi Gandamu Meguriaiuchū, meaning "Mobile Suit Gundam: Space Encounters") is an action game based directly on the Mobile Suit Gundam films and series. The game begins at the start of the series and ends at the ending of the second film.

The game plays in an action game format with a standard third person view. It features newly hand animated cutscenes that depict events from the original television series as well as a CGI opening depicting a space battle from the One Year War and then a scene of the Gundam destroying several Zaku IIs before being attacked by Char Aznable. It is also the prequel to Mobile Suit Gundam: Encounters in Space.

Tactics Battle mode is an optional mode available once story mode has been completed. In this mode players can play either a Federation or Zeon pilot who remains nameless and faceless. Players begin at a low rank and with only one mission available to each side. As they successfully complete the missions available with the MS available their rank increases and more missions and MS are unlocked. Five Missions can be unlocked in total. The first three are standard attack or defense missions, they are available to both factions, though what the players role is varies by faction. The last two are available only to the Federation. These are duels with the RX-79BD-1 GM Blue Destiny Unit 1, and RX-78NT-1 Gundam "Alex" being piloted by Christina Mackinze and Yuu Kajima respectively. Christina compliments the player during battle, whereas Yuu remains silent while in his duel Maureen Kitamura spurs him onward with encouraging remarks.

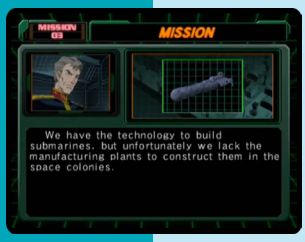
After each mission is completed a verbal assessment is given either by Matilda Ajan, Kergerenko, or Char Aznable. After this there are brief cutscenes featuring either Matilda or Kergerenko complimenting the player on their performance. If the player fails a mission, but does not retry it they will reprimand the player.





Mobile Suit Gundam: Zeonic Front

7.1



Developer	Bec
Publisher	Bandai
Release date	(jp) September 6, 2001
Genre	Action, Third-person shooter
Mode	1 Player

Mobile Suit Gundam: Zeonic Front (known as Zeonic Front: Kidou Senshi Gundam 0079 in Japan) is a game for the PlayStation 2, which revolves around a Zeon Special Commando Unit during the One Year War, called the Midnight Fenrir Corp. This MS team was created by Kycilia Zabi and participated in the capture of the California Base during the 2nd Earth Invasion Plan.

Lt. Garret Schmitzer was a mobile suit veteran during the first stage of the One Year War, the One Week Battle back in January. At the end of the One Week Battle, Lt. Schmitzer was badly wounded, and forced into retirement. This was due to Operation British, the operation that would force a space colony, into the Earth's orbit for a collision course to South America, where the Federation's top forces were, Jaburo base.

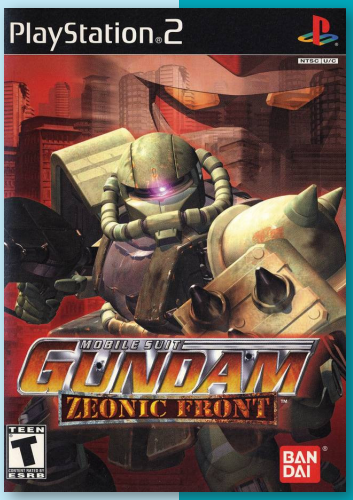
The injuries were extensive, but hope was on the horizon. Kycillia Zabi formed an elite mobile suit unit onto the front lines, the Fenrir Corps. Since Lt. Schmitzer was fluent in battle experience, he was the lead commander and mission director of the Fenrir Corps, better known as the Midnight Fenrir.

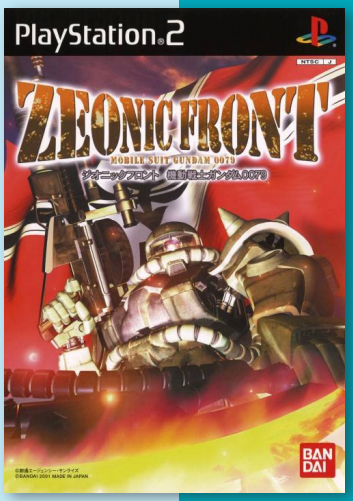
Players take command of Midnight Fenrir Corps in the game. Eventually, by completing missions, more pilots will join in the Fenrir Corps' long and hard-fought struggle.

It is the first Gundam based PlayStation 2 game that lets the player operate solely as Zeon forces.

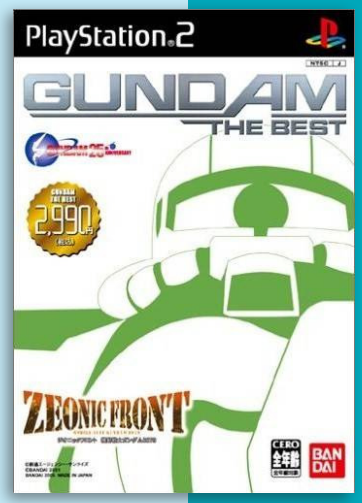
The campaign starts with early raids on Federation territories in North America and covers many of the events occurred in the One Year War, such as the death of Garma Zabi. Eventually Federation manages to develop and field Mobile Suits in combat which tips the balance of power to their favor. The Midnight Fenrir team joins many historical battles such as the Battle of Seattle, where Garma Zabi died and the Invasion of Jaburo, with Agar stalking them in almost every step.

On release, Famitsu magazine scored the game a 35 out of 40.





Gundam the Best



J N

8.0

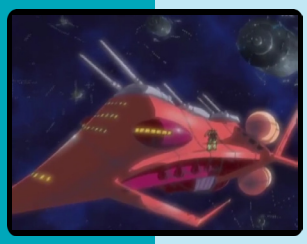
Mobile Suit Gundam: Gihren's Ambition

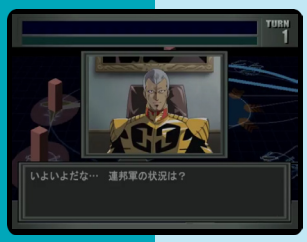
Developer	Bandai
Publisher	Bandai
Release date	(jp) May 2, 2002
Genre	Turn-based strategy
Mode	1 Player

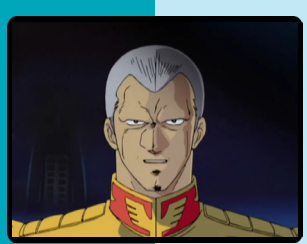
Gihren's Ambition is part of the Gihren's Greed series of turn-based strategy games based on the Mobile Suit Gundam franchise. It takes its gameplay style from the SD Gundam series and adds political and military management to the One Year War. The Japanese title, Giren no Yabō, is derived from that of Nobunaga's Ambition, although the English title uses a different translation for the word yabō.

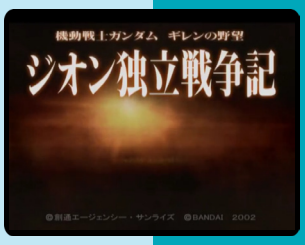
Mobile Suit Gundam: Gihren's Ambition, also known as Gihren's Greed: War for Zeon Independence, adds an updated map system and military system to a rewritten script, several new characters, an updated spying system and Mobile Suits from MSV. The battles are fought in full 3D, unlike previous titles in the series. However, this installment omits the Zeta Gundam era conflicts featured in the PlayStation game, Blood of Zeon. As a result, the Principality of Zeon and the Earth Federation are the only factions featured in this entry. However, after completion of the game with each team, an option to use them in IF mode is unlocked. Each completion of the game increases the player's "IF" Level and more points to use in IF Mode. IF Mode allows the player to create their own team; Choosing such options as a leader (or creating their own leader), Their home base, which officers to start with, which technology group their faction is in and what units the player starts with. This also comes with a variety of Scenarioes to play through, with preset IF modes.

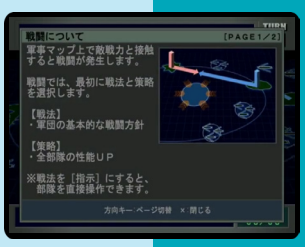
On release, Famitsu magazine scored the game a 33 out of 40.

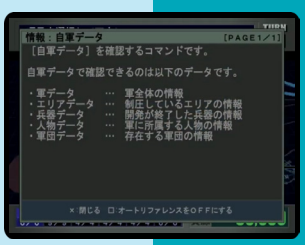






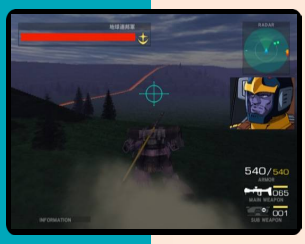


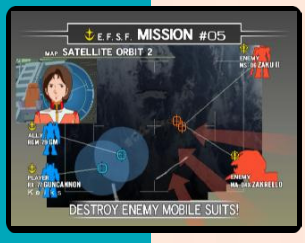




Mobile Suit Gundam: Federation vs. Zeon

7.3





Developer Capcom
Publisher Bandai, (eu) Atari
Release date (jp) December 6, 2001
Genre Action, Simulation
Mode 1-2 Players

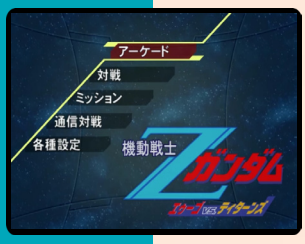
Mobile Suit Gundam: Federation vs. Zeon is a 2001 arcade video game based on the anime television series Mobile Suit Gundam. An upgraded edition of the game, Federation vs. Zeon DX (DX stands for "Deluxe"), includes 360-degree, zero-G space battlefields. Both versions were later ported to the Dreamcast and PlayStation 2 game consoles.

The game follows the Universal Century (UC) Gundam time line and takes place during the infamous One Year War. The player is able to pilot various mobile suits and characters from the original Mobile Suit Gundam anime. There are three gaming modes: Arcade mode, Versus mode, and Campaign mode. Arcade mode allows to select two mobile suits depending on the side of the conflict chosen (Earth Federation or Principality of Zeon). The first mobile suit chosen is used for ground combat, while the second one is used in space environments. Versus mode allows two players to play on the same or opposing sides, with various maps and mobile suits available to choose from. The Campaign mode is centered on a player named soldier in the One Year War who combats the opposing side. Although in Campaign mode different mobile suits are unlocked as the campaign progresses. New mobile suits can be received by participating in test missions that involve that particular mobile suit. Exceptions are any captured enemy mobile suits, the Project V units (Gundam, Guntank, and Guncannon), as well as all of Char Aznable's mobile suits (Zaku II, Z'Gok, Gelgoog, and Zeong).

Once Campaign Mode is defeated once, Extra Mode is unlocked, in which the player is granted top-notch allied mobile suits and all mobile suits from the opposing side as well (i.e. a Zeon pilot can use GM, a Federation suit). However, the AI becomes much harder than normal mode and if a suit is destroyed, it is not replaced. Also awarded when beating the regular Campaign Mode is the availability of all Mobile Suits in Versus and Arcade Modes.

8.2

Mobile Suit Gundam Z: AEUG vs. Titans

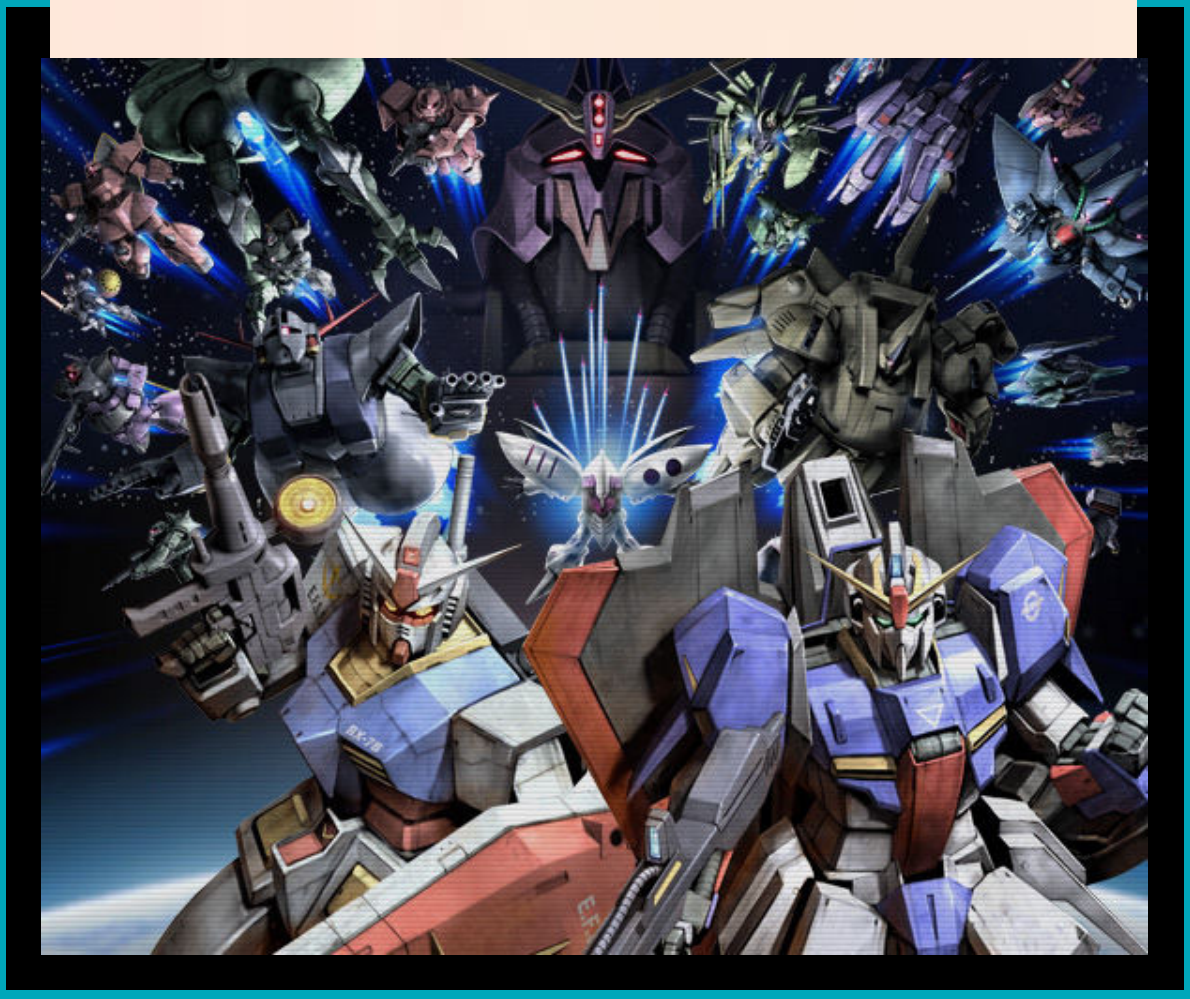


Developer	Capcom
Publisher	Bandai
Release date	(jp) December 4, 2003
Genre	Action
Mode	1-2 Players

Players pilot a mech and pair up with a CPU or human controlled counterpart in two on two battles. Teams share a common health meter, so making the opponent's health meter drain to zero is the goal. Controls are simple: Mechs have two different long-distance attacks, one of which automatically becomes a sword attack when players get close to a make. They can make their Gundam jump, hover for a bit and can automatically seek and lock onto an enemy. When battling in space, as a new addition to this game, some of the Gundams can transform and fly about the area more quickly.

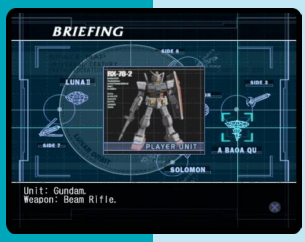
A Mission mode is included, taking players through a series of missions set in the Solar System and on Earth. If the players clear the missions, they unlock new Gundams and also make their current units rise in rank. The game also featured Online play for four players.

PS2 Bundle



Mobile Suit Gundam: Encounters in Space

6.6



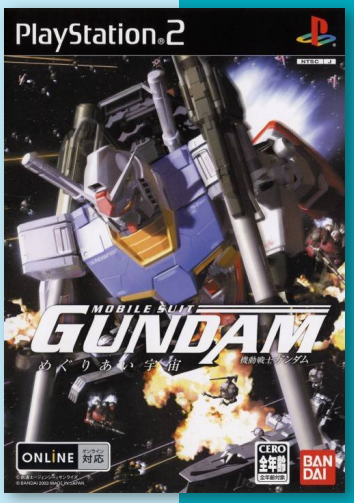
Developer	Bec
Publisher	Bandai
Release date	(jp) September 4, 2003
Genre	Action, Simulation
Mode	1-2 Players

Mobile Suit Gundam: Encounters in Space is a third-person shooter centered on space based mobile suit (or mecha) combat

Rather than tell a single continuous story, the single-player game in Encounters in Space is broken up into a few short vignettes that take place over the course of four years. These vignettes are accounts of several significant battles during and after the One Year War between the Earth Federation and the Principality of Zeon.

The game is divided into several different story modes, each corresponding to a different pilot or setting. These pilots range from main characters of the original Gundam series to lesser known pilots from the Gundam manga. In White Base mode players control Amuro Ray through the closing months of the One Year War. In Thoroughbred mode they take control of Ford Romfellow and experience the events of the manga Mobile Suit Gundam Side Story: Space, To the End of a Flash. In Mission mode players can create their own Federation or Zeon pilot and train their skills and abilities over eight missions. In Ace Pilot mode players see the war from the view of characters from the One Year War and 0083: Stardust Memory, as well as characters from the model line Mobile Suit Variations and the video game trilogy Mobile Suit Gundam: Side Story: The Blue Destiny.

The game takes place entirely in Outer Space, although the Moon, space colonies, and asteroids are sometimes visited. The player pilots a wide variety of Mobile Suits, Mobile Armours, and other spacecraft throughout several different zero gravity environments. Also thrusters can be used to give these mobile weapons a temporary boost in speed and maneuverability. These vehicles can move forward, backward, and side to side using the left analog stick and can move up and down using the R1 and R2 buttons, allowing for 360 degree combat. The game is mostly free roaming, although a few rail shooter sections are commonly encountered.



Gundam the Best

J N

5.7

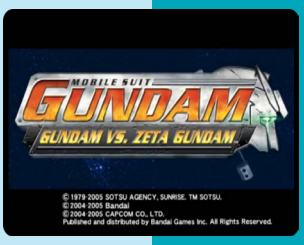
Mobile Suit Gundam: Gundam vs. Zeta Gundam

Developer	Capcom
Publisher	Bandai, (us) Bandai America Inc.
Release date	(jp) December 9, 2004
Genre	Action, Simulation
Mode	1-2 Players

Mobile Suit Gundam: Gundam vs. Zeta Gundam takes place seven years after the One Year War Gundam storyline. The story revolves around a Gundam pilot named Kamille Bidan, who pilots the game's namesake the Zeta Gundam, but the player can also choose which side they want to fight for, either the Titans/Federation or the A.E.U.G.

The gameplay mostly consists of traversing landscapes and destroying enemy mechs and completing objectives. The mechs can also convert into secondary vehicles such as jets with more powerful weapons as well. The game features 31 mobile suits which can be played on five different modes. These modes are arcade, versus, universal century mode, survival, and training.

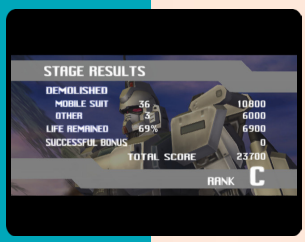
The game is praised for the number of available playable mobile suits and the number of different modes of play. However, it is criticized for the bland background, poor controls, low frame rates and an unadjustable camera angle.



Mobile Suit Gundam: Climax U.C.

8.2

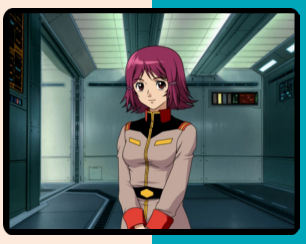
Developer	Bandai
Publisher	Bandai
Release date	(jp) March 2, 2006
Genre	Action
Mode	1-2 Players

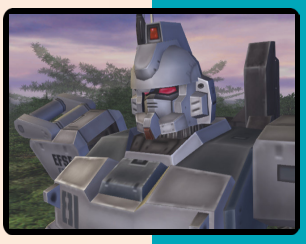


Mobile Suit Gundam: Climax U.C. is an action game set in the original Universal Century Gundam timeline. Players can experience the events in Chronicle or Progress mode, or take any unlocked pilot and MS into VS Mode against a human opponent. In Chronicle mode the players chooses a Gundam series to play through. Initially only the series protagonist (i.e. Amuro Ray or Kamille Bidan) is playable, but completing a series will unlock minor characters and antagonists as playable for the events. In Progress Mode the player plays as Kamina Tachibana, an ensign of either the Earth Federation or Principality of Zeon whose military career starts during the attack on Jaburo. The player can select Kamina's personality, the mech he pilots during a mission, and how to distribute his skill points after a mission. Performing well on a mission and using weaker mobile suits will give Kamina more skill points to distribute, and piloting specific mechs will unlock the ability to acquire specific Active Skills. Kamina's stages run the full length of the Universal Century timeline, including his retirement during the 30 years of peace following Char's Counterattack and the new conflict during Gundam F91. Up to 12 personalized Kaminas can be saved for VS or the free battle Extra mode.

During a mission each mobile suit has a melee attack, a ranged attack, and can boost or fly for a limited time. Charging a melee attack increases its range and damage, while charging a ranged attack will use the MS's higher tier, slower weapons. Each pilot also has an Active Skill, such as Amuro's Newtype senses or Haman Karn's Pressure, that they can activate to boost their power. Defeating enemies in quick succession begins a combo, awarding more points and unlocking "cards". Cards can be viewed on the title screen, and may open up new MS and Pilots to be used in Progress and VS modes, have music tests, or just include more information about the world of Gundam.

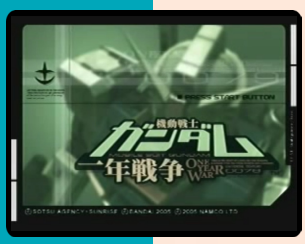
"mobygames.com"





7.9

Mobile Suit Gundam: The One Year War



Developer	Namco
Publisher	Bandai
Release date	(jp) April 7, 2005
Genre	Action
Mode	1 Player

One Year War is a third-person action shooting game based on the original Mobile Suit Gundam television series from 1979. Following the events of the "One Year War", the player takes the role of young pilot Amuro Ray through 28 missions that recreate key events from the original series. The game includes both ground and space battle stages, and there are a wide variety of different weapons and machines to use. One notable feature is the so-called "Memorial Actions" system, where completing special requirements that match events in the series will unlock additional bonus content.

"mobygames.com"

Mobile Suit Gundam Seed: Never Ending Tomorrow

4.5

Developer	Bec
Publisher	Bandai
Release date	(jp) October 7, 2004
Genre	Third-person shooter
Mode	1-2 Players

Players can play as one of the 2 heroes from the Gundam SEED storyline in this action game. Featuring more than 50 playable mobile suits from the TV series, the game features 4 game play modes including Story Mode, Mission Mode and 2 player Versus Mode, with story arcs from the Gundam SEED TV show and others. The game also feature more than 40 minutes of CGI and cut-scenes, as well as the combat system, unique weapons and attacks from the TV series.

"ign.com"

Moe Moe 2-Ji Daisenryaku 2

8.0

Developer	SystemSoft
Publisher	SystemSoft
Release date	(jp) February 4, 2010
Genre	Strategy, Visual novel
Mode	1 Player

This is the second in the Moe Moe World War II offshoot of the Daisenryaku series of strategy games, where WWII is reimagined with anime girl-based units. It includes units from Japan, Germany, America, Britain, and Soviet. The game grid is hexagonal, but characters are in isometric view.

The game separated into strategy and adventure mode. Player can play the Pacific Ocean (as Japanese), or the Europe (as German) campaigns.

The strategy mode is played in turn-based mode. Mini-game occurs when typing codes. When a steel maiden unit is damaged, the girl is shown in different degrees of destroyed clothing (up to 3 levels).

In adventure mode, players can choose campaign paths in selection dialogs.

"psxdatacenter.com"

J

Moe Moe 2-ji Daisenryaku Deluxe

9.0

J

Developer	SystemSoft Alpha
Publisher	SystemSoft Alpha
Release date	(jp) November 27, 2008
Genre	Strategy, Visual novel
Mode	1 Player

Moe Moe 2-ji Daisenryaku Deluxe is a remake of Moe Moe 2-ji Daisenryaku. The game is Staged in World War II where players fight using their mecha "steel maiden". The main game consists of two parts, one as a visual novel and the other as a strategy game. When the girls take damage their battle armor is broken off piece by piece. The game feature more than 300 maps.

8.0

Mojib-Ribbon

J

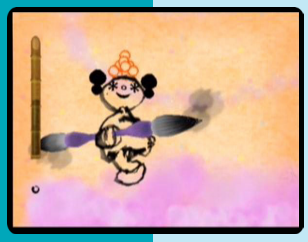
Developer	NanaOn-Sha
Publisher	SCEI
Release date	(jp) November 20, 2003
Genre	Music
Mode	1 Player

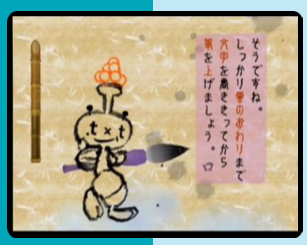
Mojib-Ribbon is a music game created by Masaya Matsuura as a spinoff of his 1999 music game, Vib-Ribbon, which was released for PlayStation. A direct sequel called Vib-Ripple was released in 2004. The releases are comparable to the releases of the earlier PaRappa series (also a Matsuura series) where the original was followed by a pseudo-sequel and then a direct sequel a few years later.

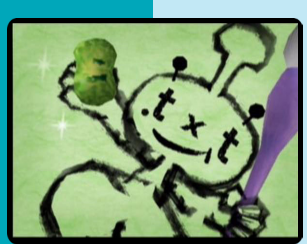
Whereas in Vib-Ribbon the gameplay centered on the player's interaction with the melody of the song being played, in Mojib-Ribbon the gameplay centers on the player's interaction with the lyrics. As such, the music employed in the game is heavily lyrics-oriented rap music. The game's art-style is centered on traditional sumi-e and Japanese kana calligraphy. This has led to claims that the game is incomprehensible to non-Japanese audiences, however the simplicity of gameplay have allowed numerous import gamers (typically also fans of Masaya Matsuura's oeuvre) to enjoy the game as well, and guides exist online regarding menu navigation instructions for non-Japanese speakers.

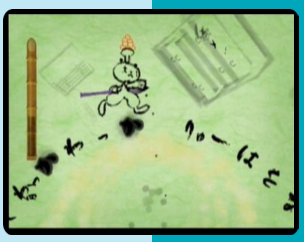
In Mojib-Ribbon, the player plays the part of Mojibri, who wishes to become a famous rapper (similar to PaRappa the Rapper) and to find the truest rap of them all. In each level, Mojibri walks around a circle of clouds as rap lyrics written in kana pass underneath. The player must press up on the joystick to get Mojibri to dip his fude in the suzuri and then down to get Mojibri to write the kana as he sings it.

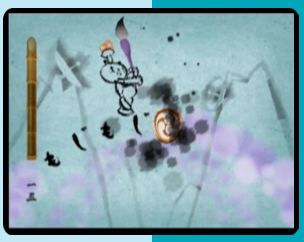
Later in the game Mojibri is joined by a female friend named Mojiko and a huge robot called Osorezan 1999. These characters have individual calligraphy styles.











Monochrome

8.4

Developer	Kid
Publisher	Kid, Success
Release date	(jp) August 26, 2004
Genre	Visual novel
Mode	1 Player

Monochrome is a love adventure game in a style of a visual novel. The player control Daiki, a young guy who lost his memories since the day his parents died in a car accident. Unlike typical high-school flings and love-dating simulations, the atmosphere throughout the game is gloomy and cold as the reality that had hit the main character. One day he meets an apprentice angel who starts helping him in his encounters with girls he meets in the school and dormitory he is staying at. Each girl he meets seems to bring him one step closer to his lost memories. Choices which are occasionally available will lead player towards one of several different endings.

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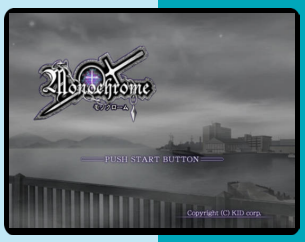
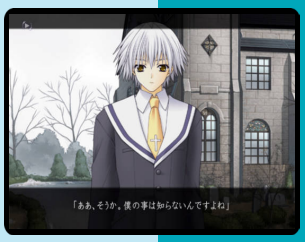
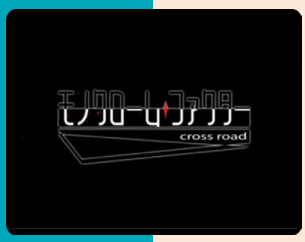


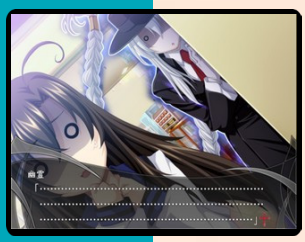


J

Monochrome Factor: Cross Road

8.8





J

Developer	Genterprise
Publisher	5pb
Release date	(jp) November 27, 2008
Genre	Visual novel
Mode	1 Player

The story revolves around the high school student Akira Nikaido, a typical slacker living a normal life. That is, until he meets the mysterious Shirogane, a man who tells him that they have a destiny together. After he gets attacked by a shadow monster, Shirogane convinces him that the balance between the human world and the shadow world has been distorted and that Akira must become a "shin" - a creature of the shadow world- in order to help restore the balance. But if Akira stays as a "shin" he will become a shadow himself, and normal people will not see him any more.

"psxdatacenter.com"

Momotarou Dentetsu 11

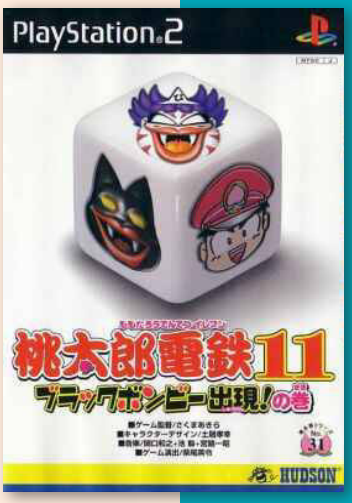
7.1

J

Developer Hudson
Publisher Hudson
Release date (jp) December 5, 2002
Genre Board
Mode 1-4 Players

Momotarou Dentetsu 11: Black Bombie Shutsugen no Kan is the eleventh installment in the Momotaro series.

The game follows in the footsteps of its predecessors, offering Sugoroku-style board game action set in Japan. The game adds the island of Kyushu and the developes have mixed up things by letting players purchase the railway and act as the president.



Momotarou Dentetsu 12

7.8

J

Developer Hudson
Publisher Hudson
Release date (jp) December 11, 2003
Genre Board
Mode 1-4 Players

Momotarou Densetsu 12: West Japan Hen ("All Aboard for Western Japan!") is another title in the Momotaro Dentetsu series of board games. The game takes place on the stage of the three regions of Kinki, Shikoku and China. The game plays much as its predecessor where players can purchase railways and learn about geography and economy.

Momotarou Dentetsu 15

8.9

J

Developer Hudson
Publisher Hudson
Release date (jp) December 8, 2005
Genre Board
Mode 1-4 Players

Following Momotarou Dentetsu USA, Momotaro Dentetsu 15: Godai Bombi Toujou! No Maki brings the Momotaro back to Japan, adding a bunch of new events, characters and cards in the process. King Bombee and other Bombees from the past appear along side the all new Missile Bombee.
"ign.com"

Momotarou Dentetsu USA

8.6

PlayStation 2 the Best

Developer Hudson
Publisher Hudson
Release date (jp) November 18, 2004
Genre Board
Mode 1-4 Players

Momotarō Dentetsu USA is the 13th entry in Hudson Soft's long-running board game series, the fourth to appear on the PS2, and the very first to be set outside of Japan - though despite the title, it is possible to traverse all of North America and many nearby islands, including Jamaica and Puerto Rico, not just the United States.

As usual, it is a board game similar to Dokapon or Itadaki Street where each player runs a rail company, and travels around the country via train attempting to take control of stations and earn as much money as possible. Different types of stations have different effects, such as triggering random events, giving out cards (which may have positive or negative effects), or letting the player play a slot machine.

Up to four players can play at once, and there are many options to adjust the game length and win conditions.

"mobygames.com"

Momotarou Dentetsu 16

7.6

Developer Hudson
Publisher Hudson
Release date (jp) December 7, 2006
Genre Board
Mode 1-4 Players

Momotaro Dentetsu 16: Moving in Hokkaido! is set in Hokkaido, where more than 40 stations on the nation map, of which 7 are concentrated in the Tohoku region. On the Satsunan Islands, a new expanded map is featured, packed with unique properties such as "Rocket Development Association" and "Oshima Tsumugi Studio" of Amami Oshima.

8.3

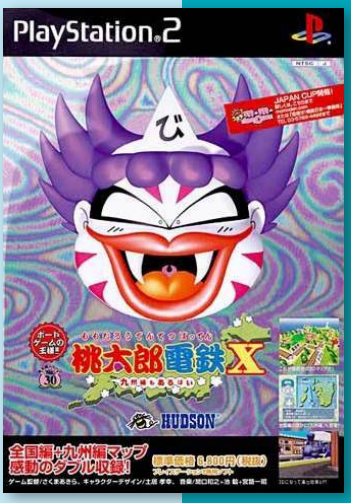
Momotarou Dentetsu X: Kyuushuu-hen mo Arubai

J

Developer	Hudson
Publisher	Hudson
Release date	(jp) December 13, 2001
Genre	Board
Mode	1-4 Players

Momotarou Dentetsu X celebrates the 10th year of King Bomby. The game let's players take up the position as a president of a railroad company and amass resources and capital by buying up properties across Japan. Played similarly to Parcheesi (The Royal Game of India), players compete with rivals by moving on a board while increasing railroad assets.

"psxdatacenter.com"



Monster Eggs

7.3

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) April 20, 2007
Genre	Puzzle
Mode	1 Player

Monster Eggs is a puzzle title from Phoenix Games. The game plays out as a simple colour matching game, where players is required to collect monster eggs by selecting two or more of the same colour. The game includes includes optional power ups to buy. The levels are repetitive so it may not have much replay value.

P

6.0

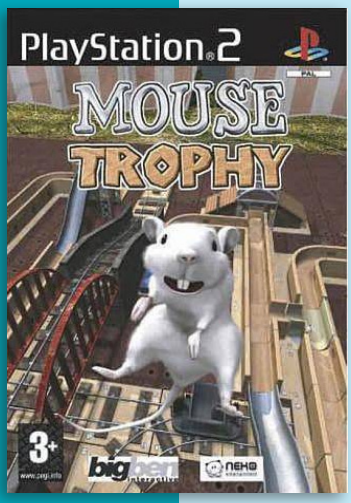
Murasaki no Honoo

J

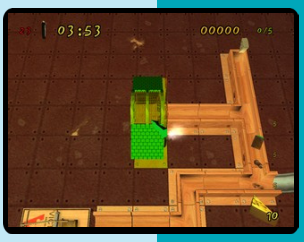
Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) November 27, 2008
Genre	Visual novel
Mode	1 Player

Murasaki no Honoo tells the story of a young heir that is studying in the UK and have to return home to take care of his inheritance as the owner of the Takatsukasa Heavy Industries. The game, as is usual in this kind of visual novels, features different endings depending on the player choices during the game. As a special feature the game also allows "Tarot divination" if certain conditions are met.

Mouse Trophy



Developer	Neko Entertainment
Publisher	Bigben Interactive
Release date	(eu) December 3, 2004
Genre	Simulation, Puzzle
Mode	1 Player



Mouse Trophy is a puzzle game where the player takes the role of a breeder participating at the Rodent Breeder World Championship. There the rodents have to survive mazes in the shortest time possible. The rodents act independently, the player can solve the puzzles by changing parts of the labyrinth, e.g. by opening doors. The player can also interact with them directly by holding them or using gadgets like electric shocks. These gadgets are limited and have to be found by the rodents in the maze.

The player has to manage up to five rodents at a time. After victories they get experience points and get smarter so the player doesn't have to guide them through every easy obstacle. Overall there are 15 rodents to choose from, e.g. a mouse or a squirrel, and 50 traps and accessories and 30 mazes.

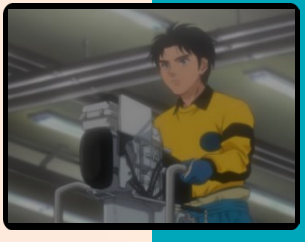
"mobygames.com"

P

7.6

Monkey Turn V

Developer	Bandai
Publisher	Bandai
Release date	(jp) July 1, 2004
Genre	Racing
Mode	1-2 Players



Monkey Turn V is a boat racing game based on the TV Tokyo anime series of the same name. The game features techniques such as the "dump," makuri, wheelie turn, and the monkey turn itself. In addition to racing action, Monkey Turn V also feature a storymode, with characters from the series.

The story follows main character Hatano Kenji, but also features Doguchi Takehiro, Ubukata Sumi, and a number of new characters created for the game. The characters also appear via small anime panels during the races to supply banter and a boat-load of authenticity. Also featured si a VS mode with two-player head-to-head play.

"ign.com"

J

Monsters vs. Aliens

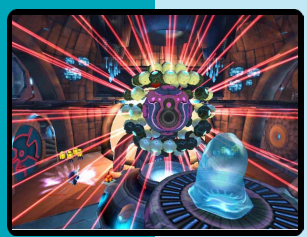
6.4

Developer	Beenox
Publisher	Activision
Release date	(us) March 24, 2009
Genre	Action-adventure
Mode	1-2 Players

Monsters vs. Aliens is based on the film with the same name. A significant feature has Reese Witherspoon, Seth Rogen, Will Arnett, and Rainn Wilson reprising their roles from the movie, however Hugh Laurie & Kiefer Sutherland do not, they are replaced by James Horan & Fred Tatasciore respectively.

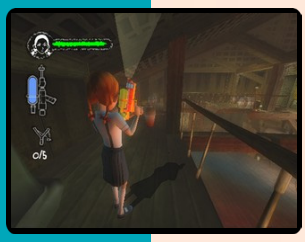
The player starts out trapped in a monster containment facility under the command of General W. R. Monger, with Insectosaurus, Ginormica, B.O.B., The Missing Link, and Dr. Cockroach. Susan breaks a wall and the monsters escape and disable a giant anti-monster robot known as the US Avenger, but are recaptured by Monger, who is accompanied by a force of soldiers, tanks, and helicopters. Meanwhile, a giant crater appears, around which the military puts blockades and the President of the US tries to negotiate with an alleged extraterrestrial being. The crater explodes, and a giant alien robot probe the size of Insectosaurus emerges and begins destroying everything. Monger makes a deal with the monsters, promising freedom in return for the monsters' help in stopping the robot.

Players take control of B.O.B., Missing Link, Dr. Cockroach and Ginormica. Each level is divided into multiple stages in which the player takes control of each monster's unique abilities to fight off enemies. The Missing Link can stick to the sides of large robotic bosses, take control of missile turrets, and outwit his opponents with superior acrobatic skills. B.O.B. has to solve complex one step at a time 3-D mazes, can turn floating plasma generators into personal Turrets, slide through grates and use enemies as living Key cards/ammunition. Ginormica can use cars, Jeeps and hover platforms as roller skates to dash, kick, jump, and duck through enemies and fight all bosses to devastate enemies. If the player chooses co-op mode, Dr. Cockroach can either appear as a secondary player with B.O.B. or deploy his "Multiplayer Drone". Dr. Cockroach also has a "DNA Lab", where he uses Monster DNA collected throughout the game to purchase upgrades, extra content, and extra levels.



Monster House

5.9



Developer	Artificial Mind and Movement
Publisher	THQ
Release date	(us) July 18, 2006
Genre	Action-adventure
Mode	1 Player

Monster House is a third-person shooter survival horror based on the film of the same name. The game follows the plot of the movie, except it introduces many rooms in the house that were not shown in the movie. The three main characters DJ, Jenny, and Chowder must navigate through the house to reunite with each other and destroy the house. The enemies in the house are living furniture that may also serve as bosses in some areas. Obstacles include pipes that can block doors or pathways to keep the player on track, tentacle-like pipes that can harm the player, trees that can try to grab the player, objects that can fly at the player, spotlights that can summon monsters to attack the player if they're caught, and giant pipes that can suck up the player.

The game has about nine chapters that each tell the story from each of the characters' perspective. Bathrooms serve as save points throughout the game and are the safest parts of the house. Players can attack enemies and bosses using their water guns or by counterattacking. Each character also has a special ability that they can use to combat monsters: DJ can stun enemies with his camera, Jenny can attack enemies and destroy padlocks with her slingshot, and Chowder can attack enemies with water balloons. Boxes containing ammo for the secondary attacks can also be used for refill.

Additionally, food found around the house can restore health and tokens allow the player to play the game "Thou Art Dead". Thou Art Dead is the full version of an arcade game played in the film by Jon Heder's character, Skull (who is voiced by Keith Ferguson in this game). Thou Art Dead was an original platformer, reminiscent of Castlevania and the Ghosts 'n Goblins series.

The game received praise from numerous prominent gaming magazines and websites, including Play magazine and GameZone.

5.0

Mr. Golf

J P

Developer	Artdink
Publisher	Artdink, (eu) Midas Interactive Entertainment
Release date	(jp) May 17, 2001
Genre	Sports
Mode	1-4 Players

Mr. Golf is a one to four player golf game. This is not a simulation where real players and courses are recreated in realistic detail, this is a party game where the players are all drawn in a cartoon style and the courses are all fictitious.

There are two modes of play, stroke play or match play. Matches can be over three, six, nine or eighteen holes. Initially there are six characters to play as and just four courses but others can be unlocked by winning full eighteen hole matches.

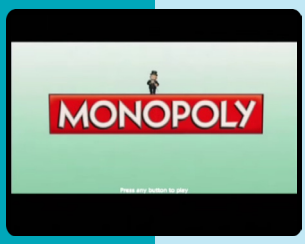
There is no player creation feature, no career mode and no difficulty settings in this game. There is background music and an in-game commentary, but this is limited to stock phrases such as 'Nice shot!', 'You've kept it on the fairway', 'Bad luck' and so on.

There is an in-game tutorial which covers all the controls. By default the right analogue stick controls the shot, the further back it is pulled the more power is transferred to the swing when the stick is pushed forward, while the left analogue stick aims the shot so that the player can allow for the wind.

The full game has fourteen playable characters, eight courses plus 'mirrored courses'.

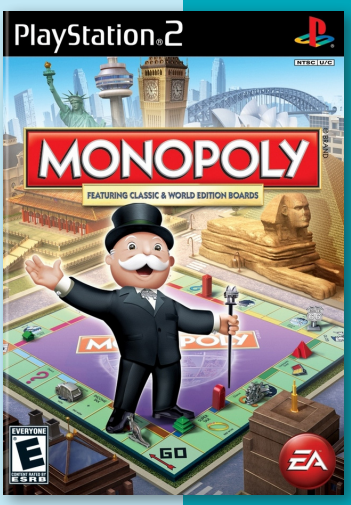
6.5

Monopoly



N P

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) October 20, 2008
Genre	Board
Mode	1-4 Players

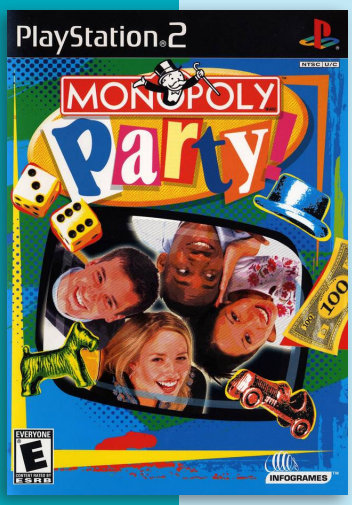


The Monopoly video games brings a party twist and features 4-player simultaneous play. Faster gameplay eliminates downtime freeing up players to wheel and deal their way through some of the recognizable cities and landmarks from around the world. Players can try to unlock new game boards or challenge each other to interactive mini-games like breaking out of the jail cell and running away with all the loot.

"ign.com"

Monopoly Party!

5.1

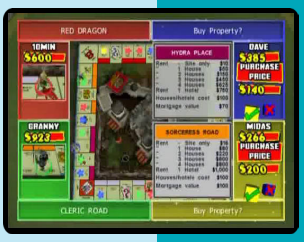


Developer	Runecraft
Publisher	Infogrames, (jp) Tomy Corporation
Release date	(us) November 11, 2002
Genre	Board
Mode	1-4 Players

Monopoly Party! is based on the Monopoly board games. Players have the opportunity to become a millionaire and bankrupt up to four other players.

Like the original, players must buy property, move around the board, make money and ruin your enemy to survive. This game features all one would expect of the game, fines, "GO", comunity chests and chances. But unlike the original, the board can be made to be a sci-fi, fantasy, prehistoric or the original board. The game will also make use of 3D-themed environments and new properties and tokens not present in the original.

"mobygames.com"



J N P

MTV's Celebrity Deathmatch

3.2

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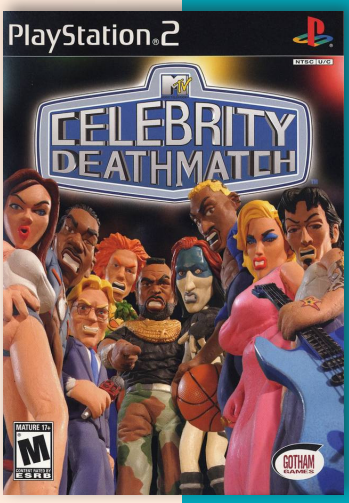
Developer	Big Ape Productions
Publisher	Gotham Games
Release date	(us) October 14, 2003
Genre	Fighting
Mode	1-2 Players

Celebrity Deathmatch is a video game based on the MTV series of the same name. The game features celebrities and movie monsters as playable characters.

In this fighting game, the player needs to hit his opponent several times until the opponent's life meter flashes red. With this, a text will show Kill! on the HUD, the winning player then needs to fill up the MTV meter to full, in order to make it rise faster, players can taunt the audience. When in the proper momentum, the player can finish the opponent off by performing their special moves, totally decimating the opponent.

Within the match, several boxes containing various power-ups and weapons can be picked up by the players for advantage.

There are 27 total celebrities: 20 from the start and seven unlockable. There are also 4 created fighters (male and female, each with two sets of fighting styles).



Mikomai: Towa no Omoi

6.8

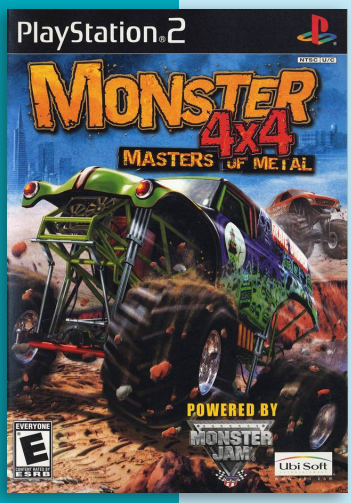
J

Developer	Kid
Publisher	Kid
Release date	(jp) September 8, 2005
Genre	Visual novel
Mode	1 Player

Mikomai: Towa no Omoiis a port of a PC adult visual novel called Mikomai: Tada Hitotsu no Negai released about a year after the original. As is the case with such ports to Sony consoles, all the adult content has been removed and story adjusted to work without it. As a compensation, a lot of new CG event scenes have been added and story expanded in this PlayStation 2 release of the game.

The game is about a character who, following ten years of separation, returns to his home town and gets entangled with a group of priestesses who are looking for love.

Monster 4x4: Masters of Metal



Developer	Ubisoft
Publisher	Ubisoft
Release date	(us) November 25, 2003
Genre	Racing
Mode	1-2 Players

4.8

N

Monster 4x4: Masters of Metal is licensed by and loosely based on the USHRA Monster Jam series and features many real-life monster trucks, including Grave Digger and Maximum Destruction. Although it is an unofficial sequel to Monster Jam: Maximum Destruction, it forgoes the vehicular combat of the predecessor to focus on arcade-style racing and exaggerated freestyle.

The player's goal is to win as many races in stadiums and off-roads as possible. The player can race in New York, Florida, Louisiana, Illinois, Minnesota, Kansas, South California, North California, Nevada, Las Vegas and The Moon (as a bonus level). As long as the player has the most points in the end of the season, the player is the Monster Jam World Finals Racing Champion.

The game eventually became the beginning of a spin-off series that grew apart from the Monster Jam video game franchise and continued with Monster 4x4: World Circuit.

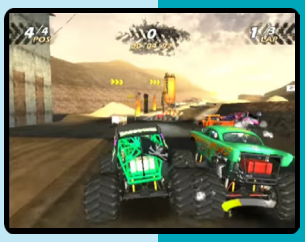
Monster Jam

2.3

Developer	Torus Games
Publisher	Activision
Release date	(us) November 13, 2007
Genre	Racing
Mode	1-2 Players

Monster Jam is a video game of the off-road racing genre by Activision. It is licensed by the USHRA Monster Jam series and features 20 real-life monster trucks, in contrast to Monster 4x4: World Circuit, including Grave Digger and Maximum Destruction. This was the first Monster Jam game to feature stadium drag racing, and to also have cross-country off-road racing in a similar vein to the previous Monster 4x4: Masters of Metal game, as well as freestyle.

The game features commentary by Scott Douglas and the original music for the game was composed by Finn Robertson.



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Monster Jam Maximum Destruction

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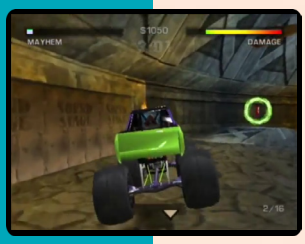
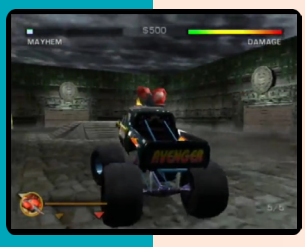


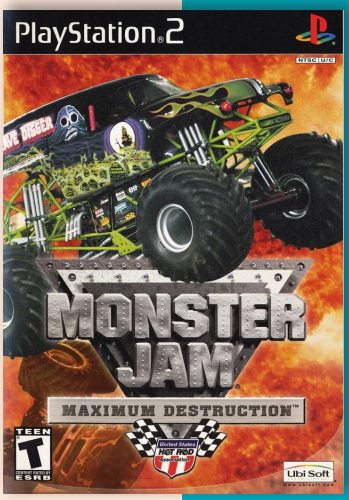


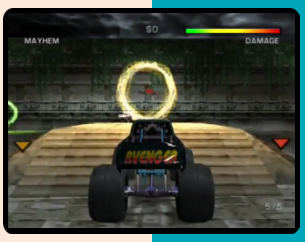
N P

Developer	Inland Productions
Publisher	Ubisoft
Release date	(us) June 13, 2002
Genre	Racing
Mode	1-2 Players

Monster Jam: Maximum Destruction is based on the USHRA Monster Jam series, and features several real life monster trucks including Grave Digger. Although it contains racing-based minigames, the primary focus is on the combat, which includes power-ups and weapons in addition to demolition derby style maneuvers.

Players can choose between Exhibitions, Mini Games and Seasons. Exhibitions are either Death Matches, where the match will only go until there is one truck standing; Cash Grab is where the player collects most of the power ups, with a certain number based on the difficulty played on by the end of three minutes; players can also try to collect the most money for damage (which are considered points) in Points mode with a certain number based on the difficulty by the end of three minutes.





5.6

Monster Trux Extreme: Offroad Edition

Developer	Data Design Interactive
Publisher	Metro3D
Release date	(eu) March 25, 2005
Genre	Racing
Mode	1-2 Players

Monster Trux Extreme: Offroad Edition, as the name implies, is a Monster Truck arcade racing game. There are 3 engine classes to choose from: V6, V8 or V12. There are also 8 different trucks to choose from, and a total of 12 different courses (some of which consist in a previous course mirrored or in a different daytime condition). At first, only one engine class, two trucks and one courses will be available, the others having to be unlocked while playing the game.

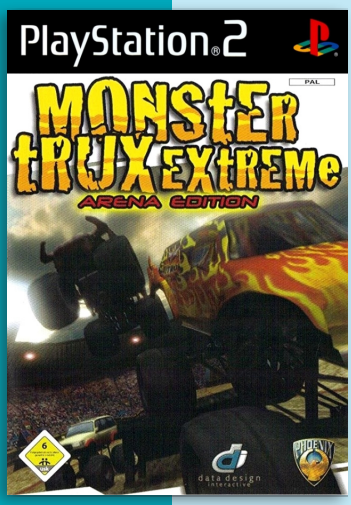
Each race is played against 3 computer opponents (or 2 in split-screen mode). During the races, 2 types of power ups can be collected: wrenches and nitros. Wrenches recover the trucks' damage gauge, and come in two types, one that repairs one unity of the damage gauge and one which fully repairs the truck. Nitros can be used to boost the truck speed for a while, each one filling 1/3 of the trucks' nitro gauge. If the player runs over yellow speed stripes on the courses, a little speed boost will be gained. Dollar symbols can also be collected, adding money to the player's profile. Money can be used to unlock new trucks, but it isn't spent: to unlock a new truck, the player only has to have the required amount of money. Money can be lost if the player depletes the whole damage gauge by bumping into obstacles or other vehicles: the truck explodes and respawns at the cost of 10 money units.

The game offers three game modes:
Single Race, where players race in a single race of four laps.
Time Trials, where players select one engine class, one monster truck and one course for a time trial.
Challenge, where, after selecting one engine class and one truck, players select one out of three cups: bronze, silver or gold. At first, only the bronze cup will be available, the others having to be unlocked by winning the previous ones.

Single Race and Challenge modes can be played in three difficulty settings, which affect the AI of the opponents: Junior, Beginner or Experienced.

Monster Trux Extreme: Arena Edition

5.6



Developer	Data Design Interactive
Publisher	Metro3D, PhoenixGames
Release date	(eu) March 25, 2005
Genre	Racing
Mode	1-2 Players

Arena Edition are nearly identical to Offroad Edition. In this game, players drive different monster trucks on different levels, but the game have the same interface, control, and in-game icon.

In the game, players race to earn prize money, which they can use to unlock extra Trucks and the ability to race down the gullies and through the canyons at night.

P

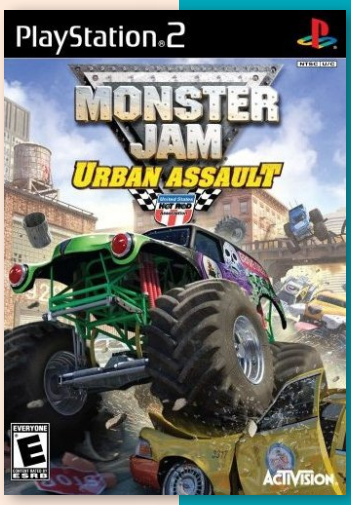
Monster Jam: Urban Assault

5.5

Developer	Torus Games
Publisher	Activision
Release date	(us) October 28, 2008
Genre	Racing
Mode	1-2 Players

Monster Jam: Urban Assault is the sequel to Monster Jam video game and is based on the USHRA Monster Jam Monster Trucks series.

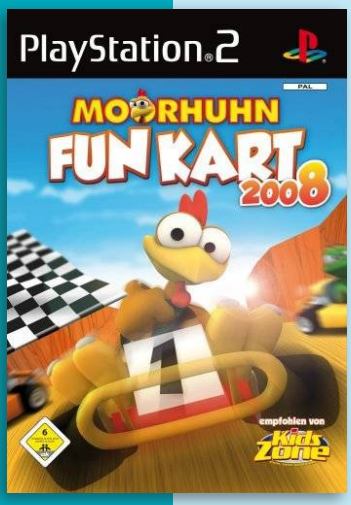
Players drive monster trucks on the streets of New York and London. The game also includes minigames such as skee ball.



J N P

Moorhuhn Fun Kart 2008

7.2



Developer	Sproing Interactive Media
Publisher	cdv Software
Release date	(eu) March 26, 2008
Genre	Racing
Mode	1-2 Players

Moorhuhn: Fun Kart 2008 is a kart racing game starring Moorhuhn (Crazy Chicken), the Johnnie Walker whisky mascot, and friends. The eight racing tracks range from a barnyard to beaches to a desert with pyramids in the back ground. Power-ups can be picked up and used on opponents while racing. The player can choose between seven different characters, including two chickens, a frog, turtle, snowman, scarecrow and mole.

P

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PREPARE FOR THE ULTIMATE HUNTING EXPERIENCE
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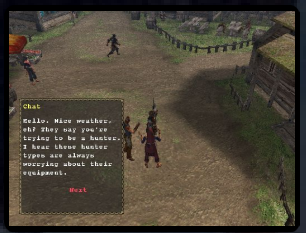
Customise your hunter, choose your weapons and go forth in search of your prey.
Take on the monsters alone or hunt in a pack by teaming up with others online. Explore the vast, breathtaking locations and
use all your hunting prowess to bring home the biggest trophies in the most fierce battles ever experienced.
Just be sure you get to your prey, before you become their prey.
PlayStation.2
MONSTER HUNTER
M15+

Monster Hunter



Developer	Capcom
Publisher	Capcom
Release date	(jp) March 11, 2004
Genre	Action role-playing, MMO
Mode	1 Player

Monster Hunter is an action role-playing game for the PlayStation 2. The game was developed and published by Capcom.

Much of the game can be played offline through single-player. The majority of the content is in the online section of the game. Only some monsters are found in single-player and the player's rewards are smaller (and less valuable) when they are offline. The goal for players online is not to defeat the most monsters but to reach the highest hunter rank, which is the storyline that is carried out online by non-player characters.

Monster Hunter places the player in the role of an up-and-coming hunter who must accomplish various quests to achieve glory. Armors, weapons, and other items are created from the remains of slain monsters by carving off their horns, scales and bones, as well as from mining for ores in the field. Monster Hunter plays in a similar fashion to Phantasy Star Online allowing the player to team up with up to three other hunters online to take down stronger monsters.

Monster Hunter is played through quests given to the hunter by the Village Elder or the Town Guild. Village Quests can be classified into four categories: hunting, gathering, capture and event. They are also categorized into different levels, ranging from 1 to 8. Higher level quests become available after quests in the previous level are completed. There are three types of quests:

Hunting: Hunting quests make up the majority of the missions. As the name implies, the hunter will track, provoke, and eventually slay a monster or a number of monsters.

Gathering: Gathering quests are missions in which the hunter must "gather" items like herbs or monster parts.

Capture: The hunter must weaken, but not kill the prey, and then capture it with a trap.

The Event quests are an online-only feature. Every week, a new Event quest is available to hunters of any rank. These quests vary in style and difficulty. Some of the rarer weapons can be made only through Event quest rewards. Event quests are not vital to a hunter's success in the game, but

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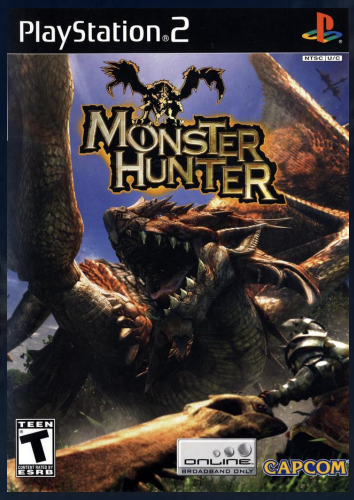

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are a useful way to gain experience and to obtain some rare items. Contract fees and time limits vary. All of the quests allow two deaths, but the third death marks the failure of the quest. Regardless which player actually dies, three deaths will still fail the quest. The only exceptions to this rule are some of the Event quests and all the Training missions, which are failed with just one death.

Hunters can be classified as either Blademasters or Gunners. The Blademaster classification consists of five sub-categories: Sword and Shield, Great Swords, Lances, Hammers, and Dual Swords (Dual Swords are unavailable on Japan version). Blademaster weapons can also be of a certain element, be it fire, water, thunder or dragon as well as status effects such as poison, stun or sleep. Gunners have two choices: Light bowgun, and Heavy Bowgun. Classifications and use of sub-category weapons are not chosen and solidified into a file; hunters are able to choose to use any weapon they want, before the start of any quest or event, as long as they have the proper money and/or supplies to do so.

Armor is always dependent on whether one chooses to use a Blademaster or Gunner weapon (excluding some few which can be worn either way). Blademaster armor usually focuses on stronger physical protection, while Gunner armor usually focuses on elemental protection. Certain armor combinations provide the user with skills such as fast eating (drinking potions faster) or being able to sharpen your weapon fast and better.

Combining ingredients to make even better items is a very important feature in Monster Hunter's gameplay, be it combining a blue mushroom and herb to make a health healing potion or a net and trap tool to make the infamous pitfall trap. Although many of the combinations must be discovered by the player, some combinations are hinted at throughout the game. Success is dependent on many factors, such as rarity of the items to be combined and amount of "combo books" a player has on hand or even certain armor skills. Some of the items in the game of the highest rarity can only be obtained by combining.

Monster Hunter's online servers outside Japan were closed down on December 31, 2007. The server that displayed the "service termination notice" was taken down April 1, 2008.

"After more than 3 years of online service, the external company providing server hosting for both Resident Evil: Outbreak and Monster Hunter has decided to exit the PlayStation 2 online business altogether, with no possibility of outsourcing either the service or the technology."

Monster Hunter's online servers in Japan closed down on July 1, 2011. (PlayStation 2 versions only)

Monster Hunter was a part of an initiative from Capcom's Production Studio 1 to develop three network focused games on the PlayStation 2. The other games were Auto Modellista and Resident Evil Outbreak. Capcom's plan was that at least one of the games would sell a million copies. Both Monster Hunter and Resident Evil Outbreak eventually sold a million copies each.

The game received "average" reviews according to Metacritic. In Japan, Famitsu gave it a score of 32 out of 40.

Monster Hunter G

7.2

Developer	Capcom
Publisher	Capcom
Release date	(jp) January 20, 2005
Genre	Action role-playing, MMO
Mode	1 Player

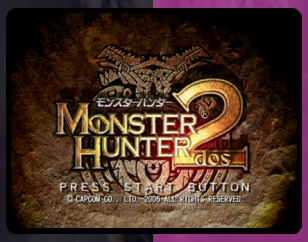
Monster Hunter G is a Japan-exclusive game for PlayStation 2. It is an expansion to the original Monster Hunter with more quests, weaponry, and Subspecies of its existing monsters. Due to the series lack of popularity overseas, this PS2 title never made it outside of Japan. In 2006, however, Monster Hunter Freedom was released for the PSP, which is based on the content of MHG, albeit with several differences.

Completely new additions and featured was: Monster Subspecies and size differences. New skill system that was operated by numbers rather than armor. New "G" rank quests. Training School. And higher sharpness levels.

"monsterhunter.fandom.com"

Monster Hunter 2

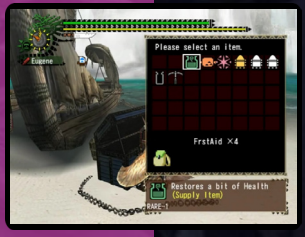
8.4



Developer	Capcom
Publisher	Capcom
Release date	(jp) February 16, 2006
Genre	Action role-playing, MMO
Mode	1 Player

Along with the various species of monster returning from the first Monster Hunter, Monster Hunter 2 contains many new monsters, such as the metallic wind dragon Kushala Daora, the lion-headed dragon Teo Teskatoru and his female counterpart Nana Teskatory, the primates Babakonga and Dodobrango, the bull or minotaur-like monster Rajang, and the chameleon-like dragon Oonazuchi. With new monsters also comes the prospect of new weapons and armor.

Monster Hunter 2 has an improved weapon tree and upgradeable armors. As in all Monster Hunter games, armor pieces can be worn to obtain skills and abilities. A new feature in Monster Hunter 2 is the use of gems. Gems add skill points to complement those added by armor and weapons. Gems are created by combining ore and/or monster parts. Gems can be attached and detached from armor and weapons that have special gem slots.



Monster Lab

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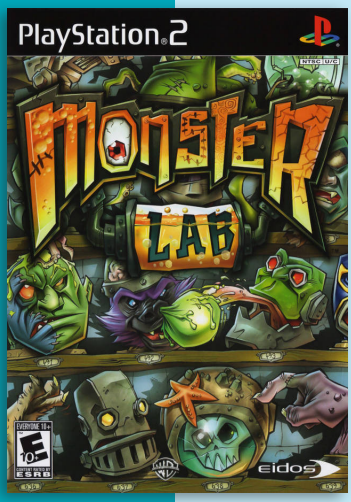
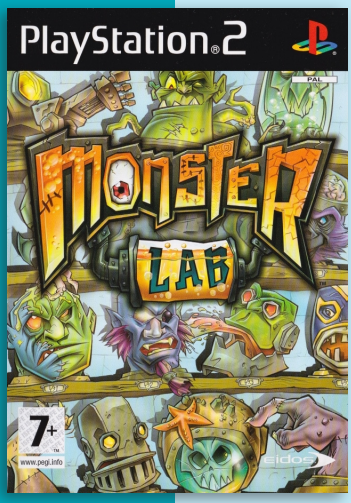




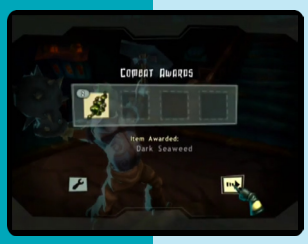
Developer	Backbone Entertainment
Publisher	Eidos Interactive
Release date	(us) November 4, 2008
Genre	Action role-playing
Mode	1 Player

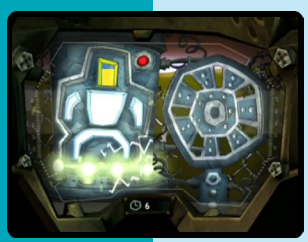
Debuting at the 2006 Comic-Con International convention in comic book form as Mad Science Alliance, the game is described as “Pokémon meets Tim Burton”. The player controls a scientist and is helped by three professors to build his own monster. There are 150 parts to build a monster (which effect the monster’s strengths and weaknesses), and 300 items.

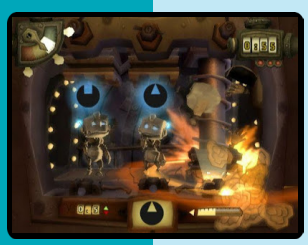
A main point of the game focuses on the three types of Mad Sciences. They are, mechanical, biological, and alchemical. Three portions of the Castle (the HQ) are the three areas of these sciences. They are the Workshop (owned by Professor Fuseless), bio chamber (owned by Dr. Heleena Sonderbar), and arcanium (owned by Brazo De La Sombra).

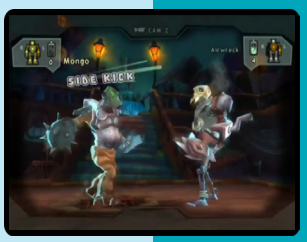
The mechanical science makes mechanical parts for the players monster, they may be gear and steam-powered or shiny and futuristic.
The biological science makes living parts, a lot of plants, and things made of human and animal flesh.
The alchemical science makes (summons) magic parts for the monsters, including undead, elemental, or mythical creature components.

Mechanical attacks are strong against biological parts, biological attacks are strong against alchemical parts, and alchemical attacks are strong against mechanical parts. In order to create parts, players have to collect ingredients from defeated enemies and mini-games. Then those ingredients are brought to the labs of one of the three mad scientists where players play mini-games to combine the pieces into either legs, heads, torsos, or arms. They then may create their own controllable monster by combining the parts into a single creature.









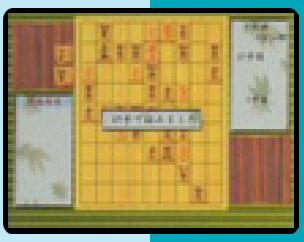
Morita Shogi

7.6

Developer	Yuki
Publisher	Yuki
Release date	(jp) March 4, 2000
Genre	Board
Mode	1-2 Players

Designed by renowned Japanese chess player Kazuro Morita, Morita Shogi include an advanced AI systems. The game offer more than 4000 possible game situations, Morita Shogi also boasts a speed of up to 50 times faster than its PlayStation counterpart and several different game modes and customization options.

The game was considered to be one of the premier Shogi franchises in the videogame world.



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Monster Rancher 3

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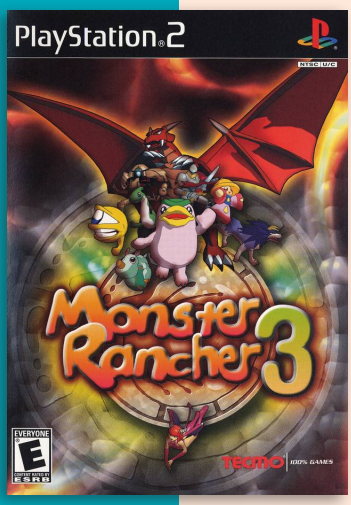


Developer	Tecmo
Publisher	Tecmo
Release date	(jp) March 22, 2001
Genre	Simulation
Mode	1-2 Players

Monster Rancher 3 (known in Japan as Monster Farm 3) is the third game in Tecmo's Monster Rancher series and the first game in the series for the PlayStation 2.

Though many characters and places are recognizable from earlier releases in the series, monsters in this game are represented in a cel-shaded cartoon style, similar to that of the Dreamcast's Jet Grind Radio or the contemporary PS2 release Yanya Caballista featuring Gawoo.

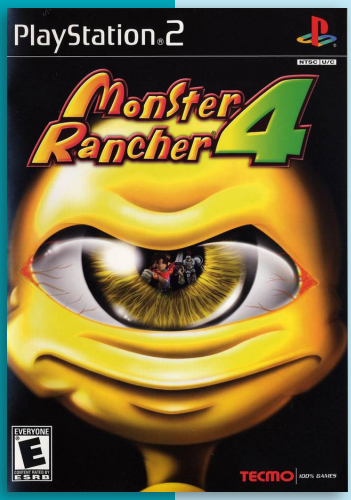
The game receives improved graphics and some additional features with its move to the more powerful PS2 console. Most of the rules of play and monster-raising conventions established in earlier games remain in this version. Monsters develop according to the training and treatment they receive and players are encouraged to explore the game world to find new training opportunities. Players can generate monsters using other forms of media, as the game creates creatures according to data on music CDs and movie DVDs. While some aspects of creation are random, certain albums and movies may generate creatures specifically related to the artistic content on the disk.

"mobygames.com"

J N

Monster Rancher 4

7.7



J N

Developer	Tecmo
Publisher	Tecmo
Release date	(jp) August 14, 2003
Genre	Simulation
Mode	1-2 Players

Monster Rancher 4 improves upon previous installments by allowing more than one monster to be raised at once, interaction with the main character and the monsters, improved explorations, a customizable ranch, tag-team battles, improved 2P mode, a re-vamped battle system, and more detailed monsters. This game also features the longest most involved storyline of any Monster Rancher game to date.

The goal is to raise monsters to win in-game tournaments, explore for items, and improve the players ranch. They can also test their raising skills by battling their monsters against a friend in 2P mode.

The game still uses the innovative system of having a player insert music CDs, game discs, or DVDs into the PS2 to be read and used in making monsters. If players have a good sized collection of music, games, or movies, they can have access to a large variety of monsters very fast.

Monsters can also be made by finding in-game items, and through combining the retired monsters, so having a large collection of discs is not necessary.

Monster Rancher 4 is easy enough that almost anyone can dive in and play right away, making it a natural for kids. -But like the other games in the series, a patient player will be rewarded with a deeper, more rewarding experience (and hundreds of hours of gameplay). Replay value on this game, like the other Monster Rancher games is very high.

The game received “generally favorable reviews” according to Metacritic. IGN ranked it as the 88th best PlayStation 2 game. The staff praised its improvements over its predecessors.

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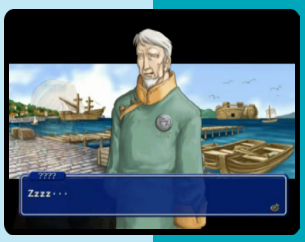

Monster Rancher EVO

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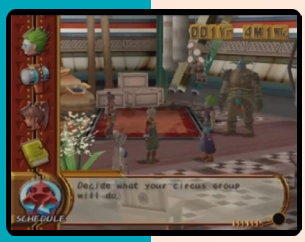


Developer	Tecmo
Publisher	Tecmo
Release date	(jp) December 8, 2005
Genre	Simulation, Role-playing
Mode	1-2 Players

J N

Monster Rancher EVO delves more into the RPG genre than previous installments in the series. Gamers play the role of Julio, a circus performer who aspires to be a world class monster breeder. Players must meet with the circus ringleader on a weekly basis to plan out the next week's course of action: schedule in circus performances, adventuring and training for their monsters. NPC interaction is the key to moving forward in the story. Each of the seven towns that players visit has its own problems. In each village there is a guild. At the guild Julio accepts missions from the guildmaster that have been set by the villagers. The rewards for missions are gold, items, and rare monsters.

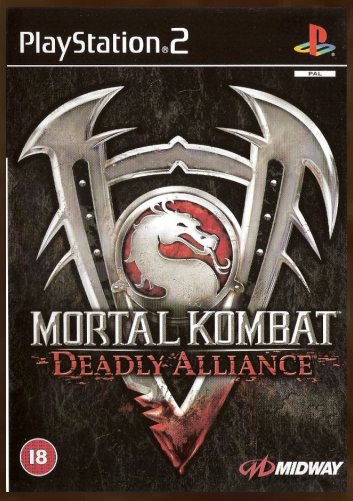
Although the series has taken a new direction, Monster Rancher EVO features many of the themes of past games. Monster generation (using CD/DVDs, an in-game item, or with other monsters) is done with a female shaman named Nayuta who also plays the role of heroine. Rather than using a shrine to unlock the disks, Nayuta awakens them using a magical monster rebirth dance. She can reseal them in disc stones as well, which replaces the freeze function from older games. While this does not affect monster health it does affect loyalty; over-use can lead to monsters rebelling in the middle of a show.

There is a Monster Market where players can pick up disc stones for free, in case they lack a large collection of their own disks. Monsters can be combined like previous games, but the parent monsters are not consumed, and are put back in Julio's inventory afterwards. Many monster species make a return, with a few new additions as well, for a total of 25 main breeds. Monsters put on shows using training gadgets, and if the audience enjoys the show, they will throw money at the stage.

Exploration, similar to that of Monster Rancher 4, involves the character going out into the field with his or her monster(s), and defeating stray monsters and a chapter boss to gain anima points, used to gain new monster skills or perform 'union attacks'.

7.9

Mortal Kombat: Deadly Alliance



Developer	Midway
Publisher	Midway
Release date	(us) November 16, 2002
Genre	Fighting
Mode	1-2 Players

Mortal Kombat: Deadly Alliance was the first all-new Mortal Kombat fighting game produced exclusively for home consoles, with no preceding arcade release.

Deadly Alliance is chronologically the fifth main game in the Mortal Kombat series. Its story focuses on the titular alliance between sorcerers Quan Chi and Shang Tsung and their schemes to revive an ancient army to conquer Outworld and Earthrealm.

Like all of the Mortal Kombat games, Deadly Alliance focuses heavily on its fighting modes. The gameplay is completely different from that of previous entries in the franchise. Each character now possesses three individual fighting styles, generally two hand-to-hand styles and one weapon style (excepting Blaze and Mokap, who received three hand-to hand styles and no weapon style) which players can switch between with the push of a button. In previous games, aside from "dial-a-combos" all the characters fought virtually identically, with only special moves to differentiate them. The number of special moves per character (usable in any fighting style) has also been reduced, varying only from two to four for most, thus forcing the player to make use of the improved fighting system. The characters can no longer run, and there is no run meter. However, while still limited to only moving into the background and foreground, movement in the third dimension is much easier and can be used continuously (in Mortal Kombat 4, sidestepping was mapped to two different buttons and could be performed at a rate of about one a second). To prevent fighters from leaving the arena, boundaries that are otherwise invisible appear when a fighter is knocked against the edge.

Characters models became more realistic. Flesh will move or jiggle on a character as he or she moves around. Environmental interaction is present, but infrequent. Several levels include obstacles — such as pillars or statues — that can be shattered to damage an opponent standing near one. There is just one Fatality per character, while the previous games included many ways to finish the opponent. Along with Mortal Kombat X (until the MKXL patch added them to Mortal Kombat X), it is the only other Mortal Kombat game that does not include Stage Fatalities, although the Acid Bath level still possesses special acid-vomiting statues called Acid Buddhas that do damage directly to fighters that stray too close to them.

Deadly Alliance introduces the Konquest mode, which expands on the storyline and acts as a tutorial for each character. The Konquest mode consists of a series of missions to complete with each of the characters. In between each sequence, a video of a monk moving between various locations on the path of Konquest is shown, but this has no actual bearing on the gameplay itself other than to simulate the sense of a journey. After completing eight initial "kombat tasks" with Sub-Zero, the player is instructed to complete a specific set of tasks with each character, which vary from performing difficult com-

bos to defeating opponents. Each series comes with text instructions that include a basic storyline that delves further into each character's backgrounds and motives. The characters Blaze and Mokap can only be unlocked by completing all stages of Konquest. Upon completing each mission (of a starting difficulty for each character that increases per mission), the player is rewarded with a number of "koins" that act as the in-game currency to open Koffins in the Krypt and unlock secrets in the game.

The Krypt is a feature in which the player can buy extras with koins earned in regular play and in Konquest mode. The Krypt consists of 676 "koffins" arranged in a square format with each designated alphabetically by a two-letter designation (AA–ZZ). The koffins are filled with a vast number of secrets and unlockables. Each koffin has a different designated price, listed in a number (anywhere from 1 up to the thousands) and type (Gold, Ruby, Sapphire, Jade, Onyx, and Platinum) of koins that it would cost to open the koffin. The Krypt includes unlockable characters, arenas, and alternative costumes. Also included among the koffins are various videos, images, concept sketches, and the entire Mortal Kombat Collector's Edition comic book. Some koffins contained koins that could be used towards other koffins, others contained hints as to where other items were located, and others were even empty.

Test Your Might, the original minigame of the Mortal Kombat series, returns for the first time since the original game, and a variation, Test Your Sight, is also included. In Test Your Sight, the character stands in front of a set of cups, and the game shows the player which cup contains the Mortal Kombat logo icon. The cups then begin to move in a random order, and by the end one has

to select the cup containing the icon. As the player progresses through the minigame, the number of cups increases, as does the speed at which the cups move. At higher levels, the camera would even move in order to make it more difficult for the player to keep track of the movement of the icon. Succeeding at both Test Your Might and Test Your Sight rewards the player with koins.

Deadly Alliance is notable for being the only game in the main series that does not feature Liu Kang as a playable character, as he and Shao Kahn only appear on the introduction video. Also mentioned in Konquest are the deaths of Goro, Kabal, Motaro and Sheeva, but they would later appear in sequels. The Dragon King mentioned in the game would later appear as Onaga in the sequel Mortal Kombat: Deception.

Despite the success of Mortal Kombat 4, the series had begun to suffer from overexposure by the late '90s, while spawning mostly failed or mediocre projects. The 1996 animated series Mortal Kombat: Defenders of the Realm lasted only one season, and in November 1997, Mortal Kombat: Annihilation, the sequel to the successful 1995 original, underperformed in theaters. The live-action series Mortal Kombat: Konquest lasted for only one season in 1998 despite strong ratings. On the game front, the side-scrolling Mortal Kombat Mythologies: Sub-Zero was met with limited interest, as was the Dreamcast port of Mortal Kombat 4 titled Mortal Kombat Gold; among critics, both games were considered mediocre at best and received less than favorable reviews. The final straw was the negative reception and poor sales of 2000's Mortal Kombat: Special Forces, which led to Midway putting the franchise on hold in order to focus on the development of Deadly Alliance.
Mortal Kombat: Deadly Alliance was originally known as Mortal Kombat

V: Vengeance or simply Mortal Kombat 5. Starting late 1999 and for a few years afterward, only a vague, cryptic hint at the game's development lingered on co-creator Ed Boon's now-defunct website noob.de. The site was blank, except for a gif file on the site which consisted of a flashing "5" that featured an image of Scorpion inside it. Later in 2002, a teaser trailer featuring the series' flagship character Scorpion in a solo kata, utilizing the in-game engine appeared on the same site. Though it generated much interest and excitement, it was also largely criticized by fans due to Scorpion's unusual appearance, depicting him in a hyper-masculine state with an enormous, bulky torso, enormous hands and over-muscled arms. The head on the character model was tiny, with the legs short, stick-like and comically disproportionate to the character's enormous torso. The initial teaser trailer also depicted several items that did not make it into the final game, such as destructible environments and a fireball attack performed by Scorpion. Though the trailer reflected a game that was very early in development and character models ultimately improved upon release, character models retained some aspects of the disproportionate, bulky bodies, enlarged hands and *"stiff"* animation for the majority of the series' 3D entries.

To help promote the game, American rock band Adema recorded a song for the game titled "Immortal" and made a music video for it that featured Scorpion. The song was used in many of the game's commercials and the music video is included in the game's extras, as well as a short live video taken from Adema's performance at the 2002 Electronic Entertainment Expo. Mortal Kombat: Deadly Alliance was released in the United Kingdom on Valentine's Day 2003. One special ad had a girlfriend hugging her boyfriend and as she pulled away, there were bloody handprints where her hands had been on his back.

Reception for Mortal Kombat: Deadly Alliance was generally favorable as it both resuscitated a series that had been waning since the late 1990s and brought many new innovations to it. Jeremy Dunham of IGN praised the game for reinventing the Mortal Kombat formula, pointing specifically to Ed Boon's implementation of *"true three-dimensional fighting, entirely different fighting styles, and a deeper, more intuitive combo system."* Jeff Gerstmann of GameSpot commended Deadly Alliance for its fluid animation and graphics, and stated that the roster was a *"good mix of old and new faces."* Likewise, Benjamin Turner of GameSpy welcomed the addition of new characters to the roster, and was complimentary of the new fighting system: *"You can just sit back, turn your brain off, and beat people to bloody pulps."*

Deadly Alliance won the Best Brawl award at G-Phoria in 2003, and later would also be included on the PlayStation 2 Greatest Hits. By 2003, according to IGN, Deadly Alliance had sold 2 million copies. In April 2011, Ed Boon said the game had sold 3.5 million units.

"L'un des meilleurs jeux de baston sur PS2, si ce n'est le meilleur."
"Quelle claque, ce Mortal Kombat!"
96% Consoles + d'Or
Consoles +

"Un titre splendide"
16/20 - Officiel Nintendo

"Ce qui se fait de mieux sur GameCube question baston 3D"
8.2/10 - Total Cube

"La saga Mortal Kombat renaît en beauté"
8/10 - Play+

"les fans de la série seront aux anges"
7/10 - PS2Mag

MORTAL KOMBAT
DEADLY ALLIANCE

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ED BOON

MIDWAY, CHICAGO

by: play (NZ) 2004 #04

ED BOON. NOT ONLY IS HE THE MAN WHO CAN RIGHTLY CLAIM TO BE THE CREATOR OF MORTAL KOMBAT BUT HE'S ALSO TOP DOG ON DECEPTION. PLAY™ TALKED TO ED ABOUT THE CONCEPTS OF THE GAME, HOW FAR HE'D GO WITH FATALITIES AND WHY THE HELL EVERYTHING IS SPELT WHIT A 'K'?

Were you surprised at the success of *Deadly Alliance*?
Yes, I mean, I was guessing we'd do okay but it really took off. Now we're at something like 2.6 million [units sold] and we were really taken aback. It's been five years almost since *Mortal Kombat 4* came out and that was on a previous generation, on the PSone, the Dreamcast and all of those. So the PlayStation2 came out and it was out a few years with no *Mortal Kombat* game and people were kind of used to the last generation. So when people saw much better presentation and the introduction of the fighting style changes. This all added something new and I think that contributed to it.

Did you get a lot of feedback from the fans?
Ohe yeah, and everything we heard back was applied to this game. In the las game we had one fatality and people wanted two or three so right off the bat we knew we wanted to do that. And then we added the whole hari-kari moves, it'll be interesting to see how the reaction to that is. But basically everything was jotted down that was requested for the next game. A lot of people were asking for the old characters and this has become a big focus in the game. Of course we did receive request for things that we couldn't possibly put in the game.

One addition are the games modes, are these just fillers?
Even the guys on the team were 'are you sure you wanna do all that kind of stuff?' and you know we got some more people on the team to handle the different modes and now when we see it coming together we're really excited about it. I had to push that whole things, I really believe that it will be something people appreciate. I'm very confident about all this stuff.

Do you think gamers are used to the violence that has made *MK* famous?
What with *Grand Theft Auto* and some of the horror games. I don't think *Mortal Kombat* stands out with any shock value anymore. When that first game came out it was really singled out with controversy and all that. The whole rating system wasn't in place when the first *MK* came out and when part two came out there was an M rating on it. I think *Mortal Kombat* has been around for so long now it's not as shocking.

Why the arena traps?
I wanted to make the game with as many choices as possible. You can literally have one pixel left where in the previous *Mortal Kombat* games you're pretty much dead, you can't even block, but in this game you still have a chance. Your strategy will change, so you're going to back up to the edge of this collapsing wall and you'll have a chance to win. I think having this 'it's not over till it's over' approach will make it different from other games.

Won't this luck element annoy the hardcore fans?
We definitely have an adjustment on the game to turn that stuff off so if somebody wants to play just arena combat they can. But I think if we were to stay the same people would think 'okay, been there done that', there's nothing new to try out. That's the dangerous path to take.

Favourite *Mortal Kombat* character and fatality?
I definitely play Scorpion the most and my favourite fatality in the whole game is probably Sub Zero's spine rip from the first game. That was inspired by *Predator*. In the new game Baraca has this one where he slices you at the waist, then cuts off your arms and stabs you in the middle pulling your entire torso away which is pretty good.

It must be fun picking new fatalities?
They're really hard to come up with because you've done like a hundred of them before. We have 30 to 40 guys on the team and any time anyone has an idea for a fatality they write it down and give it to the animators. To come up with 48 unique fatalities sounds easy but there are limitations to the technology. You can't just cut someone's head off and take their brains out, it takes a lot of work to do that. Anybody can think of one but to think of one that can be done and is cool is the difficult thing.

Is there a limit to what you would do in a fatality?
I think for me the limit is doing something that somebody might actually think of doing. I don't think we'd ever do something that someone in real life would of, so instead we keep everything as outrageous as possible. You know you grab their arms, rip them off and keep everything so extreme. So basically anything that is leaning towards reality we kind of steer away from, we're more about the supernatural and the unbelievable.

Finally, why the 'K's?
I don't even know where that started. I think it was with one of the guys on our team when we were trying to name the game. We were going to call it *Dragon Attack*, *Kumitee* and, you know, all these Van Damme type movie names. Someone suggested *Mortal Kombat*, them someone said let's spell it with a 'K' and then all the words started being spelt with K. It got a little out of control.

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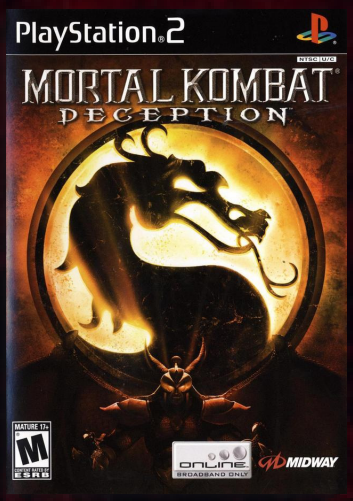
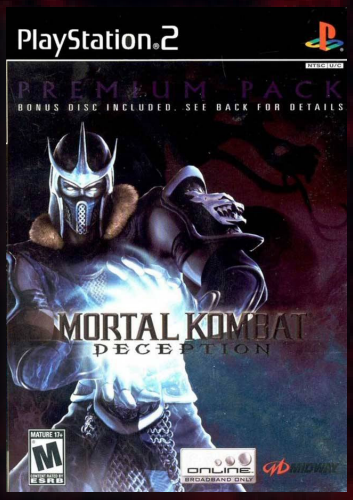
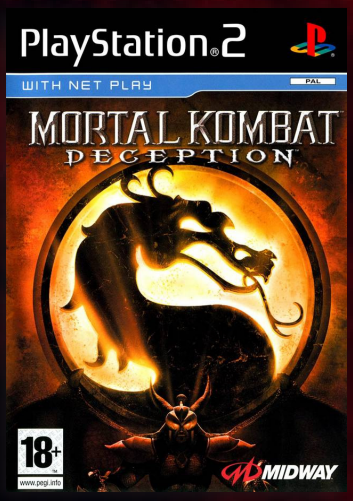


(us) Premium Pack





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Mortal Kombat: Deception

Developer	Midway
Publisher	Midway
Release date	(us) October 4, 2004
Genre	Fighting
Mode	1-2 Players

Mortal Kombat: Deception, known as Mortal Kombat Mystification in France, is the sixth installment of the Mortal Kombat franchise. It was released for the PlayStation 2, Xbox and GameCube. In November 2006, Midway released Mortal Kombat: Unchained, a port for the PSP, which adds characters to the game from the previous title.

Mortal Kombat: Deception follows the storyline from the fifth installment, Deadly Alliance. Its story centers on the revival of the Dragon King Onaga, who attempts to conquer the realms featured in the series after defeating the sorcerers Quan Chi and Shang Tsung, the main antagonists in the previous game, and the Thunder God Raiden, defender of Earthrealm. The surviving warriors from the previous titles join forces to confront Onaga.

Twenty-six characters are available to play in the game, with nine making their first appearance in the series. The game's arenas are similar to those in Mortal Kombat: Deadly Alliance, but include new features such as unique weapons which players can use, and instant-death traps which immediately kill a fighter who falls into them. The game also introduces the "Combo Breaker", a system which allows players to interrupt combos up to three times per match. In contrast to Deadly Alliance, in which characters had only one Fatality, the Deception characters have two Fatalities and a hara-kiri suicide move. The latter is used when the phrase "Finish Him/Her" is shown on the screen and the player is about to lose.

Deception introduces two minigames that use MK characters. "Chess Kombat" is a minigame similar to classical chess, but uses player-selected characters as pieces that must best each other in combat to take a square. Some pieces have certain abilities, ranging from impersonating their opponents to instantly killing one of the opposing pieces. It also adds "Puzzle Kombat", a puzzle game similar to Super Puzzle Fighter II Turbo which features super deformed versions of the MK characters that attack each other once a player gains an advantage in the game.

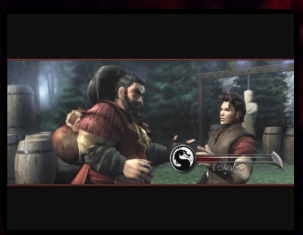
The "Krypt" returns from Mortal Kombat: Deadly Alliance and serves as an interface to access extra content hidden in "koffins". In Deception, the size of the Krypt was reduced from 676 koffins to 400 koffins. Some koffins also have locks that require keys which can only be found in the Konquest mode. The Krypt includes twelve bonus characters (which was cut down to six characters in the GameCube version).

Deadly Alliance's action role-playing game-style game called "Konquest" also appears in Deception. Deception's Konquest mode explores the history of Shujinko, starting prior to his training with Bo' Rai Cho and ending with the beginning of Deception's main story. While mostly an adventure game, the combat elements take place in the normal Deception fighting mode. In Konquest, a young Shujinko meets Damashi, a being who requests his assistance in collecting six powerful items, the Kamidogu, to send to the Elder Gods. By the

time he collects the six Kamidogu, Shujinko is an old man, having spent forty-six years on his mission. However, Damashi is then revealed to be the Dragon King Onaga, who deceived Shujinko to obtain the six Kamidogu. Players seeking to unlock much of the bonus content in Deception are required to play through the Konquest mode.

Several of the returning characters have been redesigned and were given new moves, such as Liu Kang, who reappears as a zombie. The GameCube version and PlayStation Portable have two more playable characters: the sub-boss from the original Mortal Kombat, Goro, and Shao Kahn, the final boss of the past digitized MK titles; both were previously thought to have perished in the prologue of Deadly Alliance. Character redesigns were generally well-accepted, namely in the case of Sub-Zero. Once again appearing youthful rather than his depiction as a septuagenarian in Deadly Alliance, Sub-Zero sported a "grandmaster" armor set that was often likened to Shredder from the Teenage Mutant Ninja Turtles franchise. Scorpion was redesigned to resemble a more classical ninja look, while characters like Ermac received a considerable makeover from the standard palette-swap ninja fare, offering up a more sorcerer-like appearance.

Mortal Kombat co-creator Ed Boon wanted Deception to be an unpredictable fighting game that gave players new features *"they could never imagine"*. In order to do so, the Midway staff listened to fans on bulletin boards to know what to work on for Deception, such as the playable characters. Wanting to surprise fans and make the game deeper, they added the puzzle and chess minigames (the chess minigame had first been considered for Deadly Alliance, but the developers lacked time to implement



it). Boon and John Podlasek supervised the staff, which was divided into teams to work on different areas of the game. One of their concerns was to maintain the traditional feel of the MK series as they wanted the game's violence to make it a more realistic fighting game, rather than "a fighting simulator".

Character appearances were improved to make their moves *"more responsive"* to the player's input. They also wanted to bring back several characters they felt were absent for too long — including Sindel, Nightwolf, Baraka, and Mileena — and an arena with several weapons which players could use to fight; however, it was remade to become the Liu Kang's Tomb arena. Characters' combos were redesigned to be distinctive so that they would be more important; as Boon noted, they were necessary for any move the player would use to inflict more damage on an opponent. The Midway staff focused on the designs and functions of the backgrounds, wanting to make them as influential to the outcome of the battle as the fighting between the characters.

Because of popular demand and favorable reception of Deadly Alliance, the number of finishing moves, known as Fatalities, increased to two per character. The Fatalities were developed by a group of animators led by Carlos Pesina; they comically described Mileena's Fatality in which she eats the opponents' neck as the most disturbing due to how her *"sexy moves"* are modeled from Pesina. The Hara-Kiri moves were added to allow the losers to perform a finishing move as well, creating a race between both players. The Death Traps, meant to be introduced in the previous game, were added to give the combat more strategy as well as to give more chances to players to win a fight if they are at a disadvantage. The game was origi-

nally meant to have other new finishing moves, such as tortures and falling cliffs similar to Fatalities.

One of the main features of Deception was the emphasis on online gameplay, which had yet to become common for console fighting games. A team of engineers took almost a full year to decide if the feature was viable. The MK team focused their energies solely on platforms that had strong online functionality available to the end consumer; this led to a greater focus on the PlayStation 2 and Xbox versions. Because the GameCube games require some re-engineering compared to the other platforms when porting, it was decided to exclude the GameCube from the work of the team until the online hurdles were cleared. Some time after the game's release, Boon commented that he was disappointed that the GameCube version did not feature online gameplay as he regarded it as *"the best in the business"*.

Two versions were released: the standard edition and a Premium Pack. The Premium Pack include a metal trading card and a bonus disc containing a history of Mortal Kombat, several video biographies of characters, and an "arcade perfect" version of the original Mortal Kombat. In October 2005, the game was redistributed as a Greatest Hits title, coming in new packaging and sold for a discounted price. Deception is also included along with Mortal Kombat: Shaolin Monks and Mortal Kombat: Armageddon in the compilation Mortal Kombat Kollection.

During its release week, Mortal Kombat: Deception sold one million units, surpassing sales of the previous MK title and becoming the fastest-selling game in Midway's history. A year later, the game had sold 1.9 million units worldwide. Prior to the game's release, GameSpot named it the best fighting game of E3 2004. It was also the winner of the 2004 GameSpot Top Spike TV Video Game Awards in the category of best fighting game. In GameSpot's Best and Worst of 2004, Deception received the award for best fighting game. The PlayStation 2 version was a runner-up in IGN's PS2 Best of 2004 Awards in the best fighting game category, and won the Readers' Choice. On February 1, 2005, Deception received the fighting game of the year award at the 8th Annual Interactive Achievements Awards. In the Guinness World Records Gamer's Edition 2015 Ebook, the game was recognized for being the first fighting game to be given an online mode.

Metacritic had 81 favourable reviews out of 100 for both the PlayStation 2 version. Louis Bedigian of GameZone praised the interaction with stages as one of the best parts of the game, commenting that it adds more strategy to the combat. He praised the return of *"classic characters"*, commenting on their new designs and how different their attacks are. Jeremy Dunham of IGN wrote that it was the best game of the Mortal Kombat series. He also stated that the removal of special move buttons, which caused too much damage to an opponent, was one of the developer's best decisions. With the special moves removed from the fights, and the addition of Breakers, players are now able to stop any combo. However, he called character designs in Deception *"robotic"* in comparison to other fighting games such as the Dead or Alive series or Virtua Fighter 4. The soundtrack was also criticized for having *"basic sound effects"*. GameSpot's Greg Kasavin commented that the fights have been highly improved with the addition of new fighting styles which: *"is clearly inspired by kung fu movies"*. Although he stated the fights were not perfect and noted they could end in a few seconds due to the interaction with the arenas, he liked how painful and funny some moves looked. TeamXbox's Dale Nardozzi praised the characters' animations and movements, adding that the soundtrack: *"sets the tone perfectly for your basic, disembowelments, decapitations, and impalements."*

The Konquest Mode received mixed opinions. Dunham liked how the Konquest Mode explains the storyline from the game. Conversely, Kasavin commented that the Konquest Mode *"is the weak point from the game"* and described it as *"ugly"*, lacking good voice acting and graphics. However, he noted that one of the *"few nice touches"* in Konquest was *"hitting anybody you want"*. He added that the mode had to be completed if he wanted to unlock characters. Bedigian complained that the Konquest is the biggest flaw of the game, criticizing the storyline, the trainings, and voice acting. However, Nardozzi found the mini-games to be very entertaining if played online.

In contrast to the Xbox and PS2 versions, the GameCube port received lower scores from publications. It has been criticized for the lack of an online mode and pixelated picture quality.

MORTAL KOMBAT
DECEPTION
9.5 OUT OF 10
- GAMEINFORMER
"...AN OUTSTANDING, FULLY FEATURED GAME."
- GAMESPOT
"BEST FIGHTING GAME OF 2004"
- GAMESPOT
"BEST FIGHTING GAME OF 2004"
SPIKE VIDEOGAME AWARDS
"BEST MORTAL KOMBAT EVER?...YES"
- IGN
4.5 OUT OF 5
- GAMEPRO
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Intense Violence
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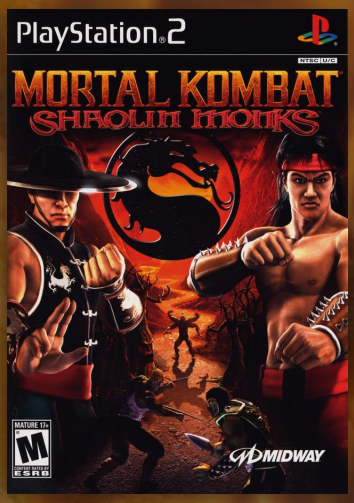
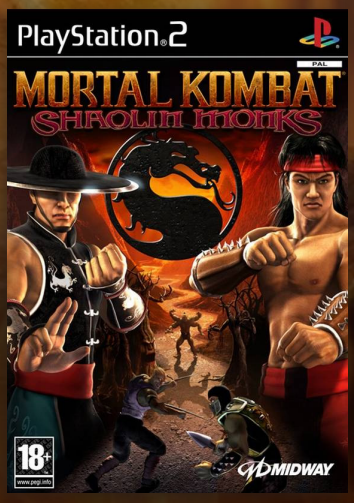
MIDWAY
POWERED BY gamespy

7.7





Mortal Kombat: Shaolin Monks

Developer	Midway Studios - Los Angeles
Publisher	Midway
Release date	(us) September 16, 2005
Genre	Fighting, Beat'em up
Mode	1-2 Players

Mortal Kombat: Shaolin Monks is an action adventure beat-em-up fighting game based on the Mortal Kombat series. It was released for the PlayStation 2 and Xbox.

The game centers on two members of the Shaolin Order, Liu Kang and Kung Lao, as they travel through the realms in an attempt to thwart Shang Tsung's plans to dominate Earthrealm.

The game features three main modes of play. Aside from a single-player mode, the game has a co-operative mode, where two players can work together through the game, with access to some areas and items that are inaccessible in single-player mode. There is also a versus mode, where two players can fight against each other in some of the arenas featured in the game. In addition, players can play a shortened, censored demo version of The Suffering: Ties That Bind as well as an emulated arcade perfect version of Mortal Kombat II (which is taken from Midway Arcade Treasures 2).

Shaolin Monks features a multi-directional combat system, which gives players the ability to attack any of the enemies that surround them fluidly. The engine allows the player to maintain combo attacks across multiple enemies, and even continue their combos after launching an enemy into the air through a powerful attack or a throw. The main characters also have many of their signature moves from the series. Combos and special moves are upgradeable through the earning of experience points. These are mainly gained through defeating opponents, with the combo system multiplying the value. The environment plays a vital role in the game, as there are several hazards that will instantly kill an enemy, such as pits in the floor or rotating wheels of spikes. Using some of the environment in this manner, as well as attacking or destroying certain objects, serve as a puzzle-solving element to unlock secrets in the game.

The game also includes Fatalities, a common feature of the Mortal Kombat series. Performing combos on enemies increases the Fatality meter. Once that meter has reached a certain level, a Fatality may be performed, regardless of an opponent's level of health. The main characters have the ability to perform several different Fatality moves, some of which are 3D updated versions of Fatalities from the first and second Mortal Kombat games. The player can also unlock the ability to do Multalities, which are Fatalities performed on multiple enemies at once. The concept of Brutalities from Ultimate Mortal Kombat 3/Mortal Kombat Trilogy has also been brought back, though with a different function. Once the move has been performed, the player will be able to give more devastating attacks for a limited time.

In addition to Liu Kang and Kung Lao, the game features other characters from the Mortal Kombat series. Some are there to aid the main characters, including Raiden, Johnny Cage, Kitana, Sub-Zero and Jax while others serve as the game's bosses, including Mileena, Jade, Ermac, Reptile, Baraka, Goro,

Scorpion, Kano, Shang Tsung, Kintaro and Shao Kahn. Other additional characters include Sonya Blade, Kabal, Noob Saibot, Smoke and Quan Chi. Tokens can be found throughout the game which will unlock some of these characters in versus modes. Scorpion and Sub-Zero are also unlockable playable characters in the game.

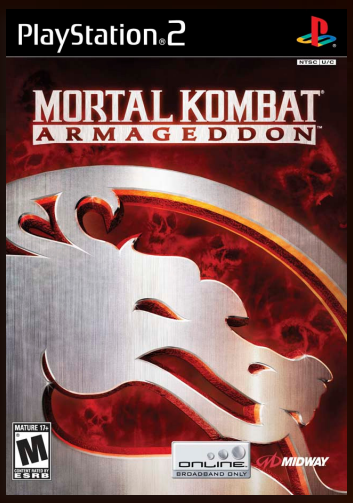
A spin-off game starring Liu Kang was originally supposed to be developed shortly after Mortal Kombat: Special Forces, the previous action-adventure title in the series in 2000, this however did not happen because of the departure of John Tobias and the very negative reception of Special Forces. In October 2004, the president of Midway Games, David F. Zucker, called the release of Shaolin Monks the *"first step toward delivering something that Mortal Kombat fans have been calling for: a new game set in the Mortal Kombat universe every year."* Producer Shaun Himmerick stated the team wanted to make a Mortal Kombat with a *"deeper story."* The team were fans of adventure games and decided to follow that direction. Mortal Kombat creator worked as the creative director for Shaolin Monks and joined the programmers from the team to make the fight engine. The team found a challenge in combining action elements with their multi-directional fighting engine, in an effort to avoid turning the game into a *"button smasher"*. Their idea was to give the player more freedom to execute several moves together than any other adventure game. They would be able to attack in any direction they wanted. The team added multiple Mortal Kombat elements to the game to make the game more appealing.

Since Mortal Kombat II was Ed Boon's favorite game in the series, the story of this spin-off was based on it. There was also a desire to include both Liu Kang and Kung Lao as protagonists with the latter having been introduced in Mortal Kombat II. The game's versus mode originated from a bug that allowed testers to face each other. Unlike in the typical Mortal Kombat games, the versus mode was made to include adventure games' elements. The engine is different from the one from Mortal Kombat Deception and was made to rival other adventure games. The co-op mode was made so that players would be able to work together to perform new moves and discover content that a single player cannot do. Originally, it was planned to allow more than two players in the co-op mode. While Dan Forden was the audio director, Jamie Christopherson worked as the composer.

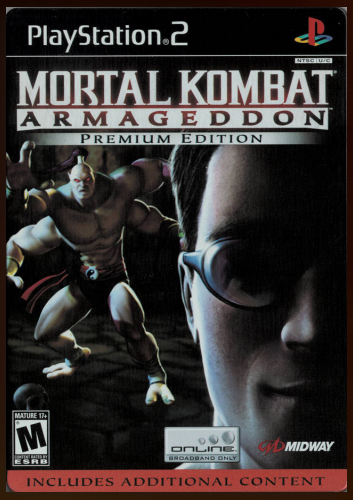
Shaolin Monks was praised by critics for translating the franchise into an entertaining action game. The gameplay was noted for having the same movements from the classic Mortal Kombat games such as the Fatalities and the way combos are handled. The cooperative mode was distinguished for giving the players access to hidden bonuses but at the same time was criticized for being impossible to continue playing in a single player mode.

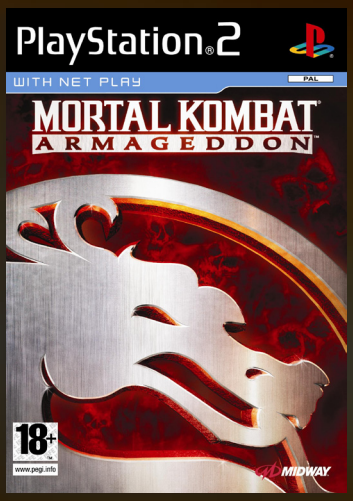
An advertisement for Shaolin Monks titled "Blood on the Carpet", created by the London-based Maverick Media, was condemned by the Advertising Standards Authority as condoning and glorifying violence. The commercial, *"features a boardroom scene in which a Mr Linn, the mysterious trouble-shooter at a sales meeting, instructs two men to fight. Punches lead to a pen being stabbed into an arm; then a water jug is smashed over an executive's head – before his heart is ripped from his chest. Mr Linn concludes proceedings by decapitating another executive with his hat."*

7.5



(us) Premium Pack





N P

Mortal Kombat: Armageddon

Developer	Midway
Publisher	Midway
Release date	(us) October 9, 2006
Genre	Fighting
Mode	1-2 (8) Players

Mortal Kombat: Armageddon is the seventh main game in the Mortal Kombat series. Chronologically the final chapter in the original Mortal Kombat storyline, it features virtually every character from the previous games. Players select one of them and battle a selection of the other fighters to determine the fate of the Mortal Kombat universe.

The game play retains many of the same elements from the previous Mortal Kombat titles Deadly Alliance and Deception, including characters' multiple fighting styles. Each character possesses two fighting styles (instead of the three previously available in Deadly Alliance and Deception), one hand-to-hand and one weapon. Some of the larger bosses, like Onaga, have only one fighting style available. Other characters, such as Smoke and Mokap, do not have a weapon style, but a second unarmed style.

Also new to the series is the ability to create a Fatality. These custom fatalities are a constant series of commands that players input until the Fatality ends. This method of performing Fatalities replaces the character-specific Fatalities of previous Mortal Kombat games, where gamers would simply enter one input and view the Fatality cinematically. As the player adds each input, less time is allowed for further inputs and some moves cannot be repeated. There are eleven levels that can be achieved with Kreate a Fatality, the lowest being a basic Fatality and the highest an "Ultimate Fatality". The greater the number of inputs for the Fatality, the more koins (the in-game currency) are given to the player.

The Konquest mode in Armageddon is a combination of the same mode seen in Deception with elements borrowed from the spin-off adventure title Mortal Kombat: Shaolin Monks. The storyline centers on Taven and Daegon, two brothers who were put in suspended animation because their mother Delia (a sorceress) and their father Argus (the Edenian protector god) foresaw a cataclysmic event brought about by the Mortal Kombat fighters. Their awakening leads into the Konquest mode, which in turn leads into the game's standard play.

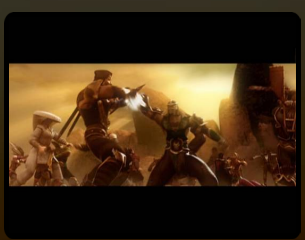
Taven is the main hero that the player controls in Konquest, while Daegon, his brother, is the primary antagonist, plotting with villains such as Shinnok and the Red Dragon Clan in order to destroy both his brother and Blaze to attain full godhood for himself. Certain weapons are available at times in Konquest mode, which appear to handle very much like those found in Shaolin Monks. Various relics can be collected, one for each Kombatant (except Taven, Chameleon, the two fighters that the player can create), throughout this mode. Konquest unlocks characters' alternate costumes and other rewards in the rest of the game, while successfully completing the Konquest entirely will unlock Taven for arcade play. Meat, Daegon, and Blaze can be unlocked by collecting enough relics.

In addition to the choice of over 60 characters, Armageddon gives players the ability to design and use

new fighters in the game. From the number of options, there are potentially thousands of different combinations available. During production, the game offered at least 14 different character classes, which include Humans, Tarkatans, Mercenaries, Black Dragon Members, Ninjas, Retro Ninjas, etc. However, after the game's release, only one preset was available to the two genders, Sorcerer to Male, and Tarkatan to Female. Although the clothing of each class is still available, it must be individually unlocked, and cannot be preset. All these presets can be unlocked by unlocking each piece of clothing that makes up that class. The preset will then appear under the preset menu.

Players can give their character a unique fighting style, by changing their stance/win pose animation and assigning different (already named) attacks to the buttons on their controller. There is a range of swords and axes (the only weapons available) and special moves to choose from. Most moves and costume items need to be purchased with Koins earned in the game's other modes, though some moves and items are available for free from the beginning. The fighters can also be given their own storyline. If a player uses their creation to finish a single player game, they will see the ending that the player designed for them, although the ending will cut off after roughly twelve lines or if the last line consists of one word. They can also be used in multiplayer games and online, using the PlayStation 2's online capability, although the online service has since been terminated. The ending that the game shows is the same text that the player inputs as the fighter's biography.

The minigame in Mortal Kombat: Armageddon is named "Motor Kombat". True to the name, Ed Boon compared it to Mario Kart in the September 2006 issue of Official Xbox Magazine. Each of the characters has a customized go-kart, as well as their own special moves. The Motor Kombat characters keeps their cartoonish "super deformed" style that was introduced in Deception's Puzzle Kombat mode. It also includes style-based fatalities for characters, and death traps. The cars are based on the characters' looks and personalities - for instance, Baraka's car has blades on the front bumper as an homage to Baraka's forearm blades and Scorpion's car is powered by a fire-breathing skull as an homage to his "Toasty" Fatality.



Motor Kombat features online play, as well as offline support for two players with a split-screen display. In the game, players can knock their opponents into various deathtraps on the courses, like rolling pins, stones, crushers, slippery snow caves filled with stalagmites, and endless pits. The character roster for Motor Kombat is Scorpion, Sub-Zero, Bo' Rai Cho, Jax, Baraka, Raiden, Kitana, Mileena, Cyrax and Johnny Cage.

Armageddon contains every single playable-fighter from the six main fighting game installments of the franchise and their upgraded versions, not counting the adventure games like Special Forces and Shaolin Monks.

The Krypt in Armageddon features an unused concept video for Ermac's biography, which caused rumors to circulate that biographies had been created for the game but weren't included due to time constraints. However, Midway, through fansite Mortal Kombat Online, confirmed that none had been created. A month later, in a chat event held by Mortal Kombat Online, Ed Boon confirmed that biographies would be made available on the Armageddon website. Kenshi's biography was the first to be released, on December 21, 2006, and others have been made available since then.

Reception for Mortal Kombat: Armageddon has been generally favorable. The game was often praised for including a complete character roster; IGN stated that *"the inclusion of 62 total warriors is a massive achievement,"* while Game Informer said that *"nothing really comes close to what Midway has thrown together here."* GameSpot praised the Konquest mode, *"which was such a low point of MK: Deception, as one of the relative strengths of MK: Armageddon."*

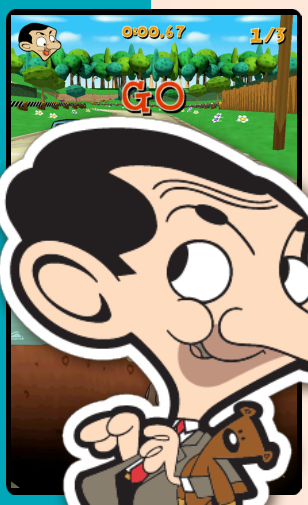
Reception to the Kreate-A-Fatality feature was mixed. While GameSpot called it *"a disappointing replacement to the classics,"* IGN noted not having set fatalities added variety to gameplay. The reception to the Kreate-A-Fighter mode was also mixed, where some noted limitations yet with others like GameSpy saying they *"haven't seen a character creation tool this robust since City of Heroes."*

The game's engine was criticized for being built entirely upon that of the previous 3D Mortal Kombat titles. PSM went as far as saying the system was not innovative. While many of the gameplay flaws in Mortal Kombat: Deception have been fixed (lack of a wake-up game that allows 50/50 attacks upon knocking down an opponent, and the slow jumping system, which prevents players from jumping over most projectiles, infinite combos), new glitches arise with the new Air Kombat and Parry systems. Eurogamer noted that despite the large choice of characters, *"much of this number is made up by the huge number of clone characters"* and that *"so many characters look and play alike."*

The game won the award for Best Fighting Game at the Spike Video Game Awards in 2006. IGN named it the Best PS2 Fighting Game. Official Xbox Magazine put Armageddon as the "Xbox Game of the Year" in a 2006 issue. Gaming Target put the game in its "52 Games We'll Still Be Playing From 2006" selection.

Mr. Bean

3.2



Developer	Beyond Reality
Publisher	Blast! Entertainment Ltd
Release date	(au) November 29, 2007
Genre	Action-platformer
Mode	1 Player

Mr Bean's Wacky World is a third person action game based on the 2002 animated series. A mysterious villain has kidnapped Teddy and is demanding a ransom of 1,000 cat biscuits. Now it's up to Mr. Bean to go out in the world and collect all the required biscuits. He has to make his way through four different locations: Mrs Wicket's back garden, the sewers, the wilds and finally the kidnappers' factory hide out. Each location consists of three levels that are connected through a central hub. A short cartoon sequence is shown before each level.

Mr Bean has to watch out for various pests and enemies that do their best to get in his way. To his help he access to a few different weapons. Repellent can be used on pests, the frying pan can knock out bigger enemies and a slingshot is useful for hitting faraway targets. A pirate costume can be used for a short time of invincibility. Various pick ups can be collected. Cat biscuits are needed to pay Teddy's ransom, while medi-teddies, first aid kits and fruits are used to restore health. To complete a level the player has to open the exit gate. This is done by collecting all jigsaw pieces. These are locked away in treasure chests and the player has to collect keys to get them. Once all jigsaw pieces are collected the player has to do a jigsaw challenge in time to unlock the gate. Puzzle solving involve pushing around crates to active doors and bombs that can be used to destroy blockades. There are also springboards that allow the player to reach high up areas.

In addition to the main game there are various mini games. These include a jigsaw, whack-a-mole, tennis, racing and shooting range games.

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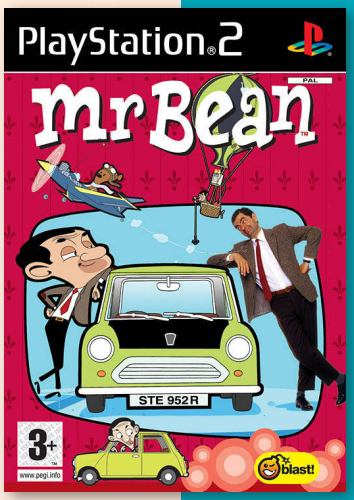

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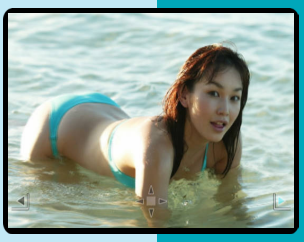
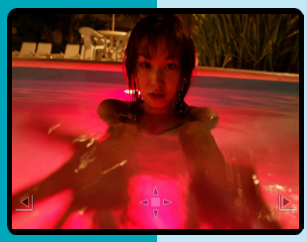
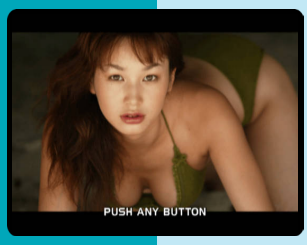
Motion Gravure Series: Kitagawa Tomomi

7.0







Developer	Sony Music Entertainment Incorporated
Publisher	Sony Music Entertainment Incorporated
Release date	(jp) April 24, 2003
Genre	Miscellaneous
Mode	1 Player

The Motion Gravure Series series features video clips of Japanese models in various settings. Each clip is a series of still photos that morph together into one seamless video.

The process makes for very surreal visuals accompanied by an ambient/minimal soundtrack. As each clip progresses, players is able to zoom in and view things up close. They can also “dog ear” - mark favorite portions for later replay - any portion of the clips.

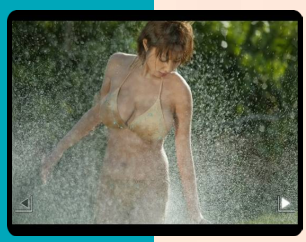
Five “Secret Shot!” clips are unlockable by pressing the triangle button once a visual cue appears during normal play. Once all five are unlocked, a sixth and final clip is available.

In addition to the game, a “making of” DVD (Region 2) is also included.

This title features Japanese model Kitagawa Tomomi (aka Tomomi Kitagawa in western naming convention).

Motion Gravure Series: Megumi

6.5



Developer	Sony Music Entertainment Incorporated
Publisher	Sony Music Entertainment Incorporated
Release date	(jp) April 24, 2003
Genre	Miscellaneous
Mode	1 Player

This title features the Japanese model “Megumi”.

Megumi Furuya (古谷 仁 Furuya Megumi, née Yamano (山野), born September 25, 1981), better known by the stage name Megumi (めぐみ), is a Japanese tarento, actress, singer and gravure idol. She was raised in Kurashiki, Okayama, but was born in Matsue, Shimane. She is currently affiliated with Suns Entertainment. She dropped out of Kurashiki Suishō Senior High School (at the time an all-girls school).

Motion Gravure Series: Mori Hiroko

6.6

Developer	Sony Music Entertainment Incorporated
Publisher	Sony Music Entertainment Incorporated
Release date	(jp) April 24, 2003
Genre	Miscellaneous
Mode	1 Player

This title features the Japanese model and actress Mori Hiroko.

Hiroko Mori was born on August 16, 1978 in Osaka, Japan. She is an actress, known for Reibaku: Shôjo no shibari (2006), Sakura Taisen: École De Paris (2003) and Speed Grapher (2005).

J

Motion Gravure Series: Nemoto Harumi

7.0

J

Developer	Sony Music Entertainment Incorporated
Publisher	Sony Music Entertainment Incorporated
Release date	(jp) April 24, 2003
Genre	Miscellaneous
Mode	1 Player

This title features the Japanese model Mori Hiroko.

Harumi Nemoto (根本 はるみ Nemoto Harumi, born July 28, 1980) is a Japanese gravure (bikini) idol from Chiba Prefecture, Japan. She has had a column since October 2007 in the monthly manga magazine Manga Life. Nemoto is a model for the Yellow Cab talent agency.

Mystic Nights

Developer	N-LOG Soft
Publisher	SCE Korea
Release date	(ko) October 20, 2005
Genre	Survival horror
Mode	1 Player

Mystic Nights is a survival horror game with a sci-fi setting. It has similar gameplay elements to Resident Evil. In the game, players explore a research center while fighting off monsters. The game also featured a 4-player online mode where one character is secretly a traitor who tries to stop the others.

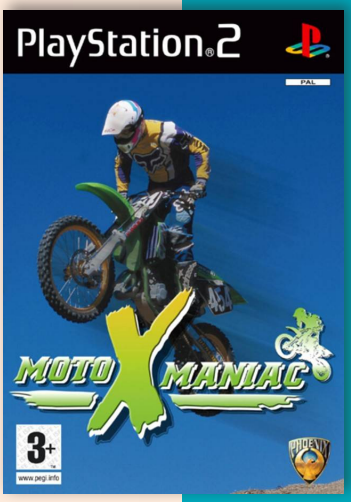
This was a Korean exclusive for the PS2. The game never had an official release.

KR

Moto X Maniac

3.0

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) March 9, 2007
Genre	Racing
Mode	1 Player



Unlike most MTX Mototrax titles Moto X Maniac comes as a single player game only and is getting along without any licenses. There are three different game modes to choose from: Tournament, Time Trial and Quick Race. The latter one offers the player any track that has been unlocked during tournament. It's even possible to predefine the number of rounds as well as the one of up to four CPU opponents. In the beginning, three different bikes are available but there are more to unlock during the game.

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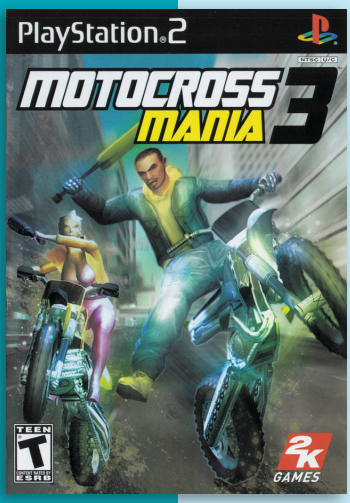
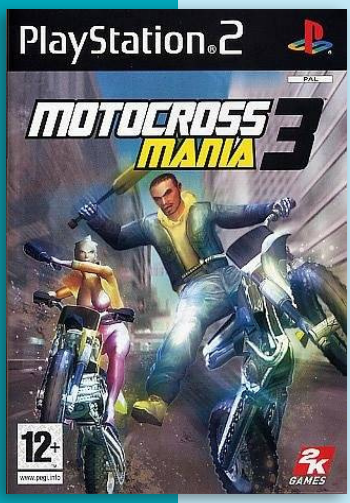
Motocross Mania 3





Developer	Deibus Studios
Publisher	Global Star Software
Release date	(eu) April 22, 2005
Genre	Racing
Mode	1-2 Players

3.4

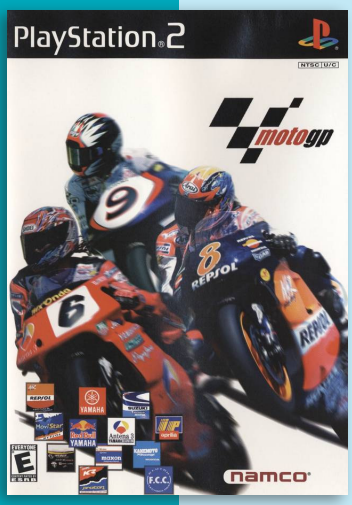
Motocross Mania 3 is a motocross racing game developed by British company Deibus Studios. The game was the third in the Motocross Mania series, and the first to be released for sixth-generation consoles.

The game focuses on vehicular combat, and players can use various weapons such as baseball bats and ice picks to attack opponents. Players can also attack without weapons, which involves attacking while airborne, which the game considers as "showing off and kicking ass at the same time". There is a "mania meter", which slows down time similar to bullet time in order to get another opportunity to attack.

One of the modes available is the Championship, in which players compete in a series of races across 20 tracks and try to finish in the top 4 to advance. Before each race in the mode, players can challenge another driver to a best-of-three series, and if the player wins, they win the driver's bike. Another event in the Championship mode is the Battle Royal, in which the player with the most KOs win.

MotoGP

7.7



Developer	Namco
Publisher	Namco, (eu) SCEE
Release date	(jp) October 12, 2000
Genre	Racing
Mode	1-2 Players

All of the riders from the MotoGP motorcycle championship are here to choose from, including hall of fame riders. As well as the Vs. and Arcade modes, there is also a challenge mode where, much like Gran Turismo's license mode, players must complete certain challenges to unlock new tracks, riders and pictures. These challenges range from beating the clock, to winning certain events in the arcade mode.

"mobygames.com"

J N P

MotoGP 2

7.8

J N P

Developer	Namco
Publisher	Namco, (eu) SCEE
Release date	(jp) December 20, 2001
Genre	Racing
Mode	1-2 Players

The game features are based on the 2001 MotoGP season. The game allows the player to race in 6 game modes: Arcade, Championship, Time Trial, Challenges, Legends and Multiplayer in a variety of difficulties and weather conditions. Extra riders can be unlocked through the challenges mode, of which there are 70 different objectives to complete such as lap times, race positions or bike control. Completing all the challenges also unlocks the legends mode, featuring classic rider and bike combinations from MotoGP history. All the usual setup options are available to tune the bike for each track.

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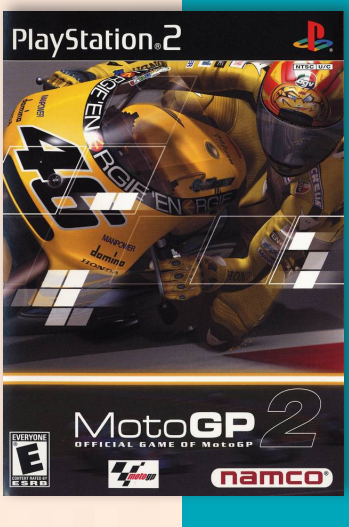

MotoGP 3

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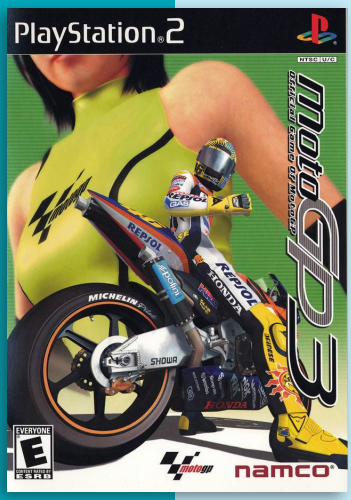
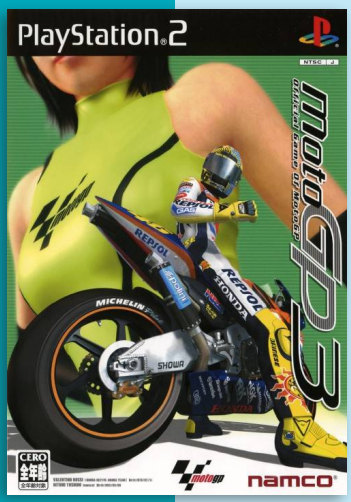


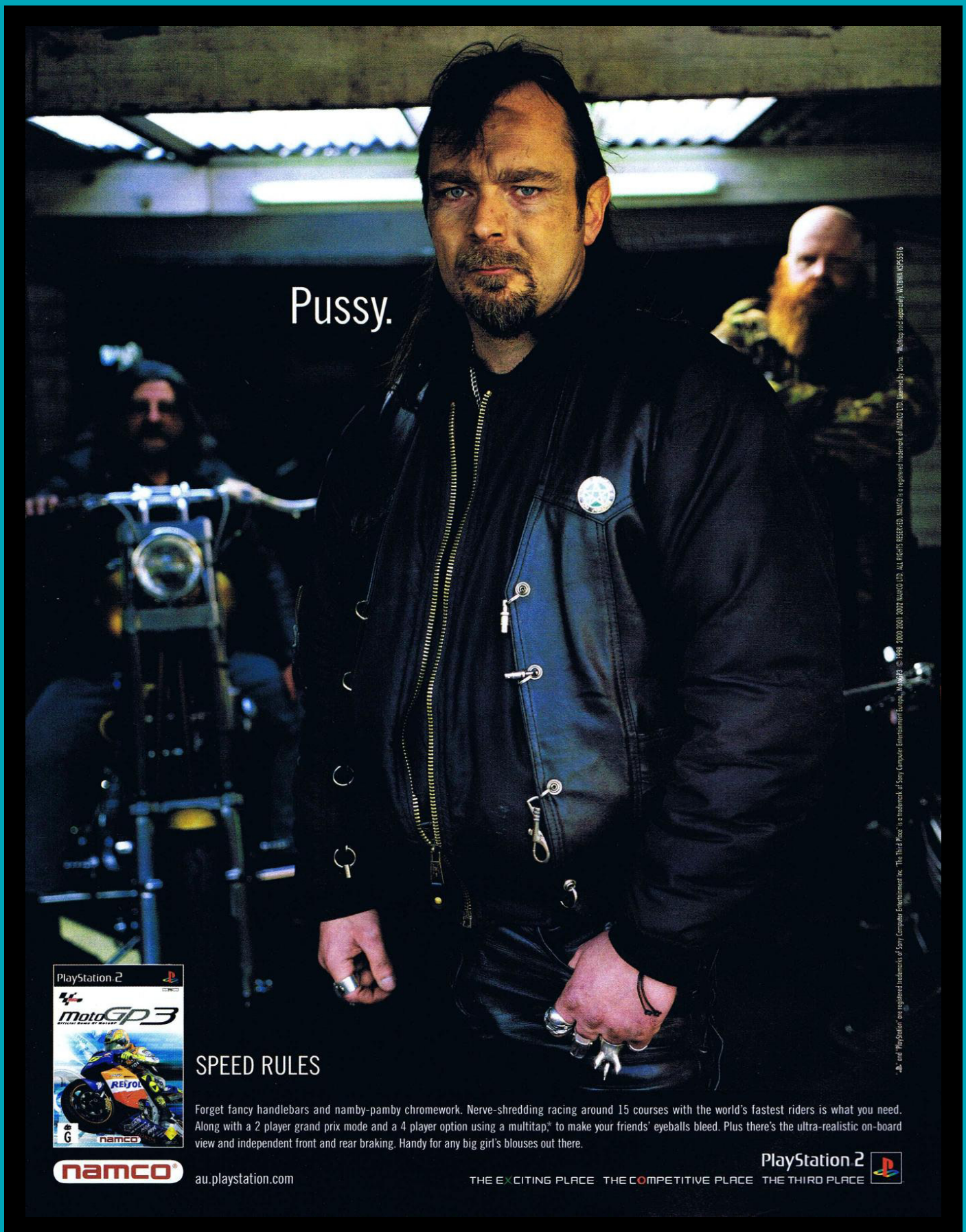


JNP

Developer	Namco
Publisher	Namco
Release date	(jp) February 27, 2003
Genre	Racing
Mode	1-2 (4) Players

The gameplay is very similar to past games by Namco, like MotoGP and MotoGP 2. MotoGP 3 is based off the 2002 Grand Prix motorcycle racing season, but with the introduction of four stroke bikes, the gameplay has some slight differences. The new 990cc 4-stroke bikes are faster, but tend to be a bit of a handful while the 500cc 2-strokes are less faster but slightly better to handle.

MotoGP 3 has far more tracks than the previous game, with 15 real world courses which include Phillip Island Grand Prix Circuit, Paul Ricard, Motegi and Mugello. There are also a combination of fantasy layouts which can be as simplistic as a straight line or as complex as having a cross road in it. When starting the game up for the first time, as per usual with Namco MotoGP games, players will be allowed to create a custom rider. After that, they will be brought to the menu screen where they can access a number of options. The first is arcade, where the players can choose the bike they wish to ride as, number of laps, weather, difficulty and settings to do a race. Season mode puts them into a season with any team (depending on difficulty) and the player races on a combination of circuits to try and win the championship. Time Trial is like Arcade, except rather than racing against a number of opponents for a number of laps, they're racing against the clock to try to get the best time for as long as desired. Challenge mode is, as the title suggests, a series of challenges that players can play. They range from beating another rider, riding between cones, setting a specific lap time in Time Trial or winning a race at a specific track. Completing challenges will unlock riders, movies and pictures. Multiplayer allows players to race against their friends, which can be up to four of them, at the same time. Legends mode is, like Time Trial, similar to Arcade mode, except rather than facing riders from 2002, they face riders from past seasons, including the likes of Kevin Schwantz, Wayne Gardner and Mick Doohan to name a few. Then there's Options to make the game to the players liking and a Load/Save section.


Pussy.
SPEED RULES
Forget fancy handlebars and namby-pamby chromework. Nerve-shredding racing around 15 courses with the world's fastest riders is what you need. Along with a 2 player grand prix mode and a 4 player option using a multitap,* to make your friends' eyeballs bleed. Plus there's the ultra-realistic on-board view and independent front and rear braking. Handy for any big girl's blouses out there.

namco
au.playstation.com
PlayStation 2
THE EXCITING PLACE THE COMPETITIVE PLACE THE THIRD PLACE

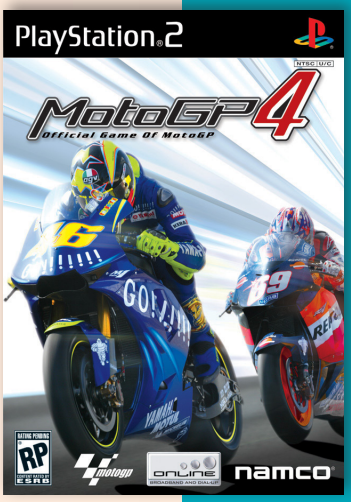
MotoGP 4

7.1

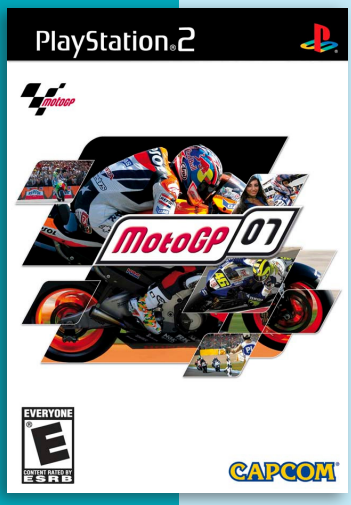
J N P

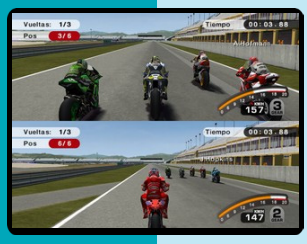
Developer	Namco Bandai Games
Publisher	SCEE, (jp) Namco, (us) Namco Bandai Games
Release date	(eu) May 27, 2005
Genre	Racing
Mode	1-2 (4) Players

MotoGP 4 is based on the 2004 MotoGP season. It features all the riders and tracks from the season, not just from the main MotoGP class but from the development 125cc and 250cc series. As well as the usual arcade mode where the player can select any rider and track to race on and season modes where a player must take part in all 16 races of a season, there is a challenges mode where the aim is to complete some objective (race win, lap time, win a championship etc.) of which there are 125 in all. Different levels of difficulty relating to the realism of the bikes handling, performance and brake assistance are offered to cater for both novice and more experienced players. All the usual setup options are available to tune the bike for each track. The game also featured the ability for up to eight players to take part in an online race.



MotoGP 07





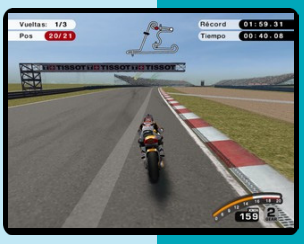
Developer	Milestone S.r.l
Publisher	Capcom, (au) THQ
Release date	(eu) October 1, 2007
Genre	Racing
Mode	1-2 Players

MotoGP '07 is the fifth game of the MotoGP game series for the PS2 and the first published by Capcom.

The game contains 22 official bikes, 22 riders and 17 tracks from the licensed championship. There are several game modes for players to choose from, such as a full 2007 Moto GP season, a custom season, quick races, time attack, split-screen multiplayer and 100 individual challenges.

By winning challenges, the player can unlock official Moto GP videos and photos as a reward. The player can customize his riding experience by choosing from three preset riding models: Arcade, Advance, Simulation. Setting gameplay on "Arcade", the bike will be easier to control: front wheels will not lock during braking, the rider will not fall during powerslides and putting wheels on gras is not catastrophic.

6.2



J N P

MotoGP 08

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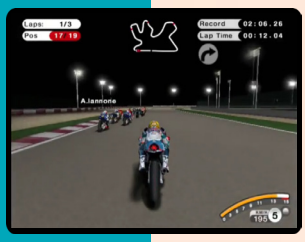

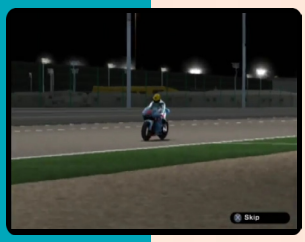

Developer	Milestone S.r.l
Publisher	Capcom
Release date	(eu) October 24, 2008
Genre	Racing
Mode	1-2 (4) Players

MotoGP '08 is available for Windows, Xbox 360, PS2, PS3, and Wii (simply called MotoGP in the U.S. version). For 2008, the rights to develop video games representing the MotoGP brand have been granted to a single publisher: Capcom. For the first time in recent years, the game includes the addition of playable 125cc and 250cc support classes.

After a short tutorial race during which the game helps players to find the right driving model (Arcade, Advanced or Simulation) best suited for them, they can choose between different game modes with the career being the heart of the game. There the player creates a character, chooses a bike and a helmet for him and starts in the 125cc class with the goal to race to the top of the MotoGP class in only five years. After each successful race the player not only unlocks new content but also gains career points which can be invested into bike upgrades increasing the max speed, acceleration, braking abilities or traction.

The other game modes are:
Time Trial: Players need to beat the time records on the different tracks.
Tournament: Players create a driver or choose a driver from the 2008 season to compete in a series of races.
Challenges: 50 challenges in seven categories demand a great deal of the player to unlock additional game content. Challenges include staying over a certain speed limit for a pre-defined amount of time or winning a 1on1 on the last few meters of a race track.

MotoGP '07 has a reputation for emphasis on simulation in contrast to the MotoGP titles published by THQ (for Xbox, Xbox 360, and Windows), which have a reputation for arcade gameplay. MotoGP '08 is reported to balance these different styles and allow the player to configure an emphasis towards their desired gameplay.

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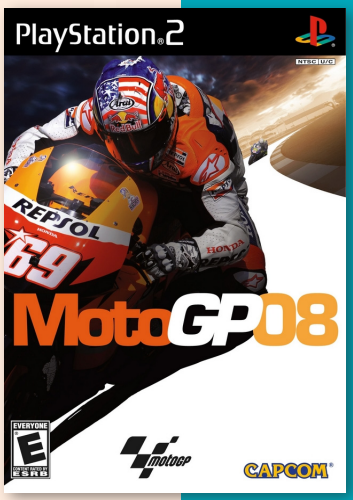

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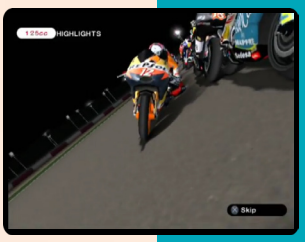

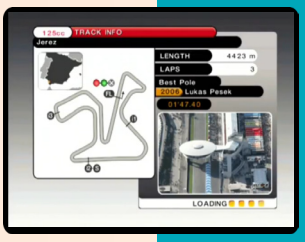

MotorStorm Arctic Edge

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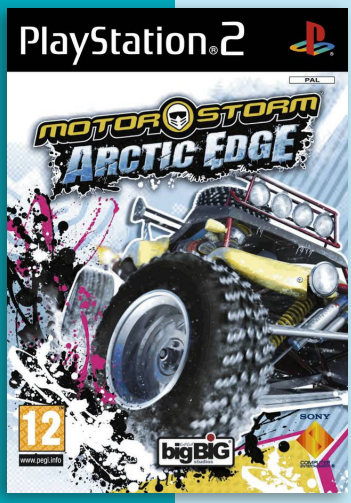


Developer	Virtuos
Publisher	SCE Australia, (eu) SCEE, (us) SCEA
Release date	(au) October 3, 2009
Genre	Racing
Mode	1-2 Players

MotorStorm: Arctic Edge (released as MotorStorm: Raging Ice in Japan) is the third entry in the MotorStorm series.

The game once again moves away from the desert environments of the original title and the lush island environment of the sequel and relocates itself to the harsh Arctic climate of Alaska on the edge of the Arctic Circle. Gameplay is similar to that of previous titles in the series such as Nitrous Boosts, environmental hazards and destructible environments. Vehicles will also have the ability to cool down the boost by driving through deep snow or under waterfalls, the same technique used for driving through the water in MotorStorm: Pacific Rift. Unlike the previous titles in the series, the game only features a maximum of ten racers in each race.

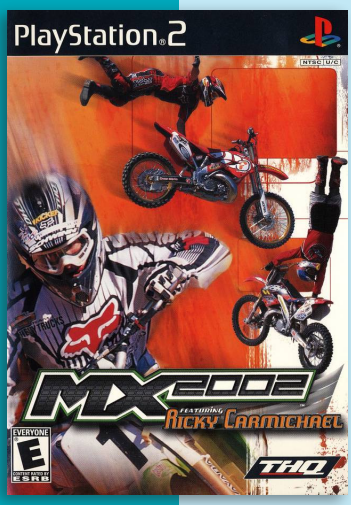
New hazards include avalanches, which can be triggered by vehicle explosion or blowing the vehicle's horn, which causes a large amount of snow to rumble down the track and will strike away opponents, including the player, no matter the vehicles' strengths. Icy bridges can also be dangerous for heavy vehicles. While small vehicles can get over ice bridges, heavier vehicles can cause them to disintegrate and break, making the short-cut impossible to cross.

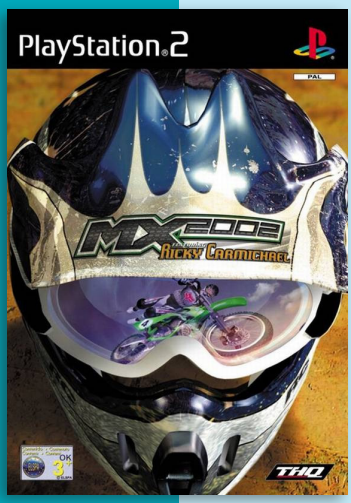
Arctic Edge features a total of 24 vehicles from 8 vehicle classes, most of which are specially designed to suit the Arctic climate: Bike, ATV, Snow Machine, Buggy, Rally Car, Snowplugger, Snow Cat and Big Rig. Each vehicle is all fully customisable with examples such as liveries, spoilers, exhaust, and sponsor stickers.

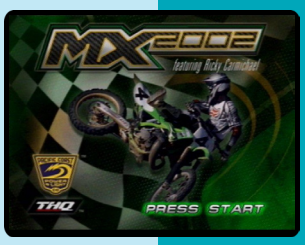
Arctic Edge features a total of 12 tracks, alongside the reverse variants of each track. Some tracks also include numerous hazards within. Icy bridges are seen during races in each track, and these will pose as a hazard for drivers below. While small vehicles can easily navigate through, larger and heavy vehicles can easily disintegrate the bridge, thus causing the opponents or the player to tumble down the track, and will either become wrecked or receive some damage.

MX 2002 Featuring Ricky Carmichael

7.6







N P

Developer	Pacific Coast Power & Light
Publisher	THQ
Release date	(us) July 3, 2001
Genre	Racing
Mode	1-2 Players

MX 2002 featuring Ricky Carmichael is a motocross game which features two basic modes of play. One of motocross racing in which players have the standard practice/single race/season options with ongoing success unlocking more tracks and bikes. The other mode is a stunt-based motocross practice/competition mode where riders try to do as many crazy tricks in a crowd filled arena as possible within a particular amount of time.

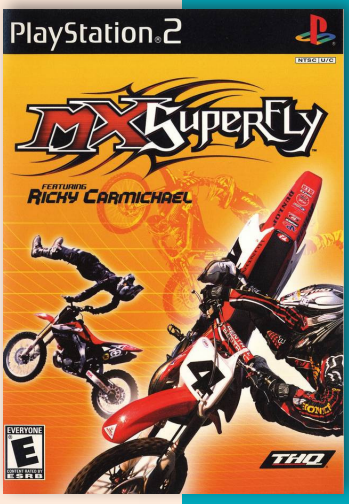
The game has a unique feature in that the bike has a controllable clutch (even for automatic gears) which must be mastered to succeed at the game. Correct use of the clutch when landing jumps of traversing troublesome terrain allows the rider's speed to be kept at a maximum. This must be used in conjunction with the "Prime Jump" button which must be held before a jump or bump to fly through the air.

"mobygames.com"

MX Superfly

7.6

N P



Developer	Pacific Coast Power & Light
Publisher	THQ
Release date	(us) June 17, 2002
Genre	Racing
Mode	1-2 Players

MX Superfly offers 27 different pro riders, including top MX rider Ricky Carmichael and a variety of bikes you can use to customize the game action.

There are 22 tracks, an assortment of freestyle arenas and a few mini games giving players lots of places to experiment with tricks and all out racing. The game offers exhibition race, freestyle and career modes. There are a number of unlockable items including new riders, bikes, tracks and mini-games.

New in this edition is the track editor which allows players to create their own stunt tracks.

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MX Unleashed

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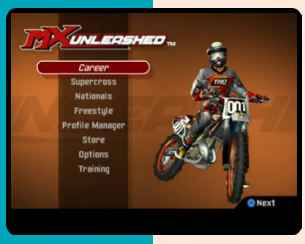
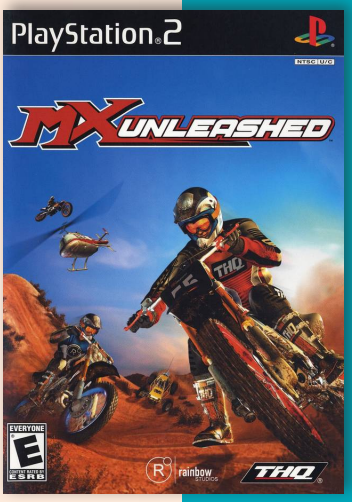


Developer	Rainbow Studios
Publisher	THQ
Release date	(us) February 17, 2004
Genre	Racing
Mode	1-2 Players

MX Unleashed is a 2004 motocross racing game from the makers of the Motocross Madness series. The game is a sequel to ATV Offroad Fury 2, and a predecessor to Rainbow Studios' MX vs. ATV series, whose first game is also titled Unleashed.

MX Unleashed has several enhancements, like a new physics engine, letting players see all the movements of the bike flow through the rider. It also has over 40 courses, made up of freestyle, motocross and national tracks, a new career mode, and the opportunity to play agaistn another player with split screen mode, and the addition of a new trick engine, allowing combos and no handed landings.



N P

MX vs. ATV Untamed

5.3

Developer	Rainbow Studios
Publisher	THQ, (us) SCEA
Release date	(us) December 17, 2007
Genre	Racing
Mode	1-2 (4) Players

An update from MX vs. ATV Unleashed, Untamed has some of the classic features along with some new ones as well. There are 250 cc and 550 cc bikes and four ATV models, but also monster trucks, offroad dune buggys and trophy trucks.

Players can pull off stunts and compete in six different racing series (Supercross, Nationals, Opencross, Supermoto, Freestyle and Rally) or in the X-Cross, a tournament of all the series wrapped into one, plus sponsorships can be acquired: good performances have the player receive better bikes. It also features Crash Camera, a super slow-mo breakdown of accidents and crashes, similar to MotorStorm.

Some mini-games have been included as well, including ATV hockey, Monster Truck Smash and Tag to name a few. The online mode has the player compete against other competitors.

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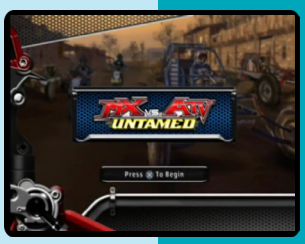
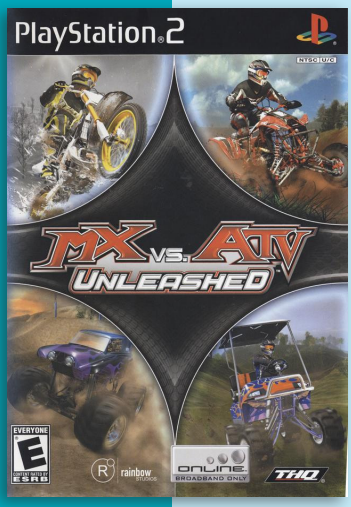


N P

MX vs. ATV Unleashed

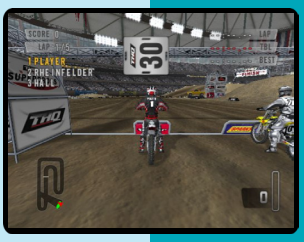
7.9



Developer	Rainbow Studios
Publisher	THQ
Release date	(us) March 16, 2005
Genre	Racing
Mode	1-2 (6) Players

MX vs. ATV Unleashed is the successor to the 2004 game MX Unleashed. Players can choose from either a career Championship mode or race online for challenge from people all over the world. Players pick from either an MX bike or the newly added ATVs, Monster Trucks, Buggies etc.

The game was met with positive to average reception. PlayStation Illustrated gave the game a score of 66%, calling the game “boring”.



J N P

MX World Tour Featuring Jamie Little

5.2

N P

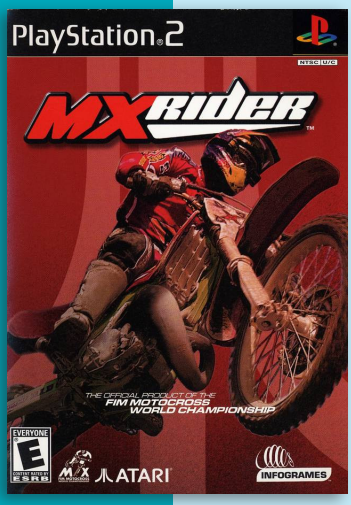
Developer	Impulse Games
Publisher	Play It!, System 3 (us) Crave
Release date	(us) April 6, 2005
Genre	Racing
Mode	1-4 Players

This game features Motocross racing and showcases motorsports commentator, Jamie Little. Players race against 11 other riders on 32 different tracks around the globe.

This game features Supercross (indoor), Motocross (outdoor), and Supermoto (dirt and asphalt) tracks. Splitscreen multiplayer for 2-4 players is also available.

MXRider

6.9



Developer	Paradigm Entertainment
Publisher	Atari, (us) Infogrames
Release date	(eu) October 26, 2001
Genre	Racing
Mode	1-2 Players

MX Rider is a motorbike simulation racing game with 58 officially licensed Motorcross World Championship (FIM: Federation Internationale Motorcycliste) riders. The game has 17 licensed FIM Motorcross tracks in 14 countries and Six Supercross tracks designed exclusively for MX Rider by FIM track designer Freddy Verherstraten.

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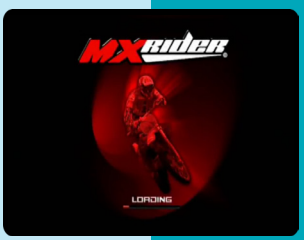

N P

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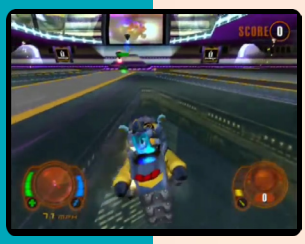


N P

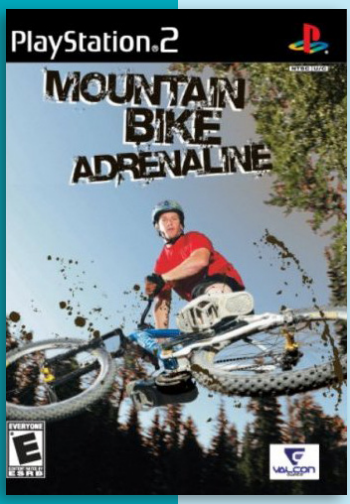
Motor Mayhem: Vehicular Combat League

Developer	Beyond Games
Publisher	Infogrames
Release date	(us) June 20, 2001
Genre	Racing
Mode	1-2 Players

Motor Mayhem is a game based on the concept of a violent and futuristic motor-sport event. The player directly controls a customized combat vehicle in a land-based arena and battles against another player or computer controlled opponents. Each vehicle has a distinctive character and unique special attacks. Each themed arena has additional weapons and upgrades for the vehicles to pick up. Points are awarded for the destruction of an enemy vehicle. The first contestant to achieve a target score, or that has the highest score when time expires, is the winner.

"mobygames.com"

Mountain Bike Adrenaline



Developer	Fresh 3D
Publisher	Valcon Games, (eu) Nobilis
Release date	(eu) April 27, 2007
Genre	Sports
Mode	1 Player

3.0

N P

Mountain Bike Adrenaline is a mountain biking game set in four different locations: The Rocky Mountains, The Alps, Hawaii and The Grand Canyon.

The game has four different game modes:
Stopwatch: Players complete the course in a certain time.
Challenge: Players complete the course by doing a certain amount of tasks.
Arcade: Players perform tricks in a certain amount of time.
Freedom: Players explore the course freely. This is only unlockable after completing certain amount of the other modes.

There are six competitors to choose from (three men and three women) and it features a concentration gauge that, when full, can slow down the gameplay in order to pull off more complicated stunts. It sports real-life mountain bikes and authentic equipment.

"mobygames.com"

Motorsiege: Warriors of Primetime

7.2

Developer	Lightspeed Games
Publisher	Play It!
Release date	(eu) August 29, 2003
Genre	Racing, Action
Mode	1-2 Players

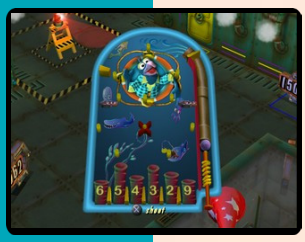
Motorsiege: Warriors of Primetime is a basic vehicle combat game which is controlled in the third person with customizable floating cars. The game includes the standard deathmatch and last-man-standing models plus a game type called Siege. Siege is basically a variant of capture the flag where vehicle try to take a ball around to different goals without being destroyed or having the ball jarred loose.

"mobygames.com"

P

Muppets Party Cruise

6.1

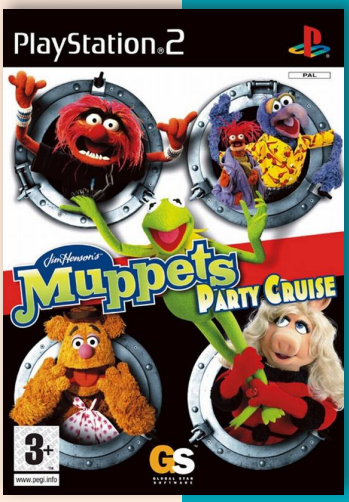


N P

Developer	Mass Media
Publisher	TDK Mediactive
Release date	(us) November 13, 2003
Genre	Party
Mode	1-4 Players

Muppets Party Cruise is a party video game released in 2003 by Mass Media Inc.. In the game several famous Muppet characters are off on a long-awaited long cruise. Unfortunately for them, the Muppets find themselves stuck on the bottom deck of the boat. They develop a plan to get out, however, in which they set up fun mini-games in their cabins to earn party favors. Players use the party favors to unlock mini-games and battle their way up five decks, eventually leading to First Class.

The game follows the pattern of most party games, like Mario Party, for example, in that the overall goal is to win a board game. To win the board game, players must succeed at a variety of mini games, which may include a wide variety of gameplay styles. Winning a mini game earns you a party favor of a certain color. The ultimate goal is to accumulate the most party favors to win. Party favors player win can then be used to unlock additional mini games and bonus videos. If they unlock enough mini games, they can then unlock a new game board in the main game.



MVP Baseball 2003

8.1

J N

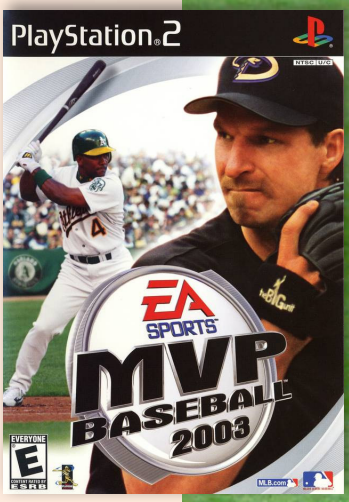
Developer	EA Sports
Publisher	EA Sports, (jp) Electronic Arts
Release date	(us) March 10, 2003
Genre	Sports
Mode	1-2 Players

MVP Baseball 2003 was released in 2003 as the successor to EA's Triple Play games, though it bore little more than a graphical similarity to its predecessors, which had been heavily maligned by critics in the series' final years.

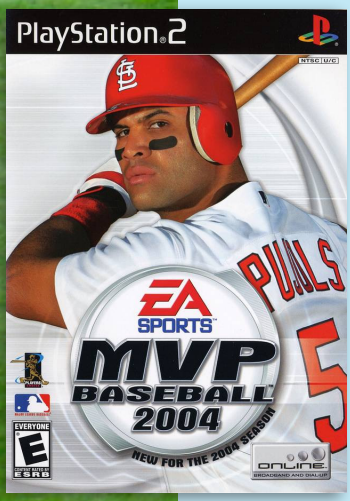
Introducing an innovative pitch meter and zone-based hitting system, MVP 2003 was well received by critics, most of whom considered the game's overhaul to be a major improvement over Triple Play's last entry.

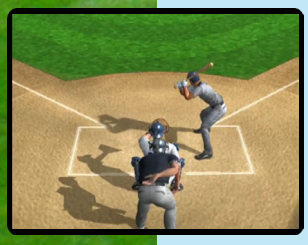
The 2003 game is the last game that uses a points system for player's salary, starting with the 2004 game an actual dollar amount is used for salaries. The 2003 game does not penalize a user for releasing a player during the season in franchise mode, whereas the 2004 and 2005 games invoke a salary penalty for releasing a player under contract.

Randy Johnson and Miguel Tejada were the cover players.



MVP Baseball 2004





Developer	EA Sports
Publisher	EA Sports
Release date	(us) March 9, 2004
Genre	Sports
Mode	1-2 Players

9.0

N

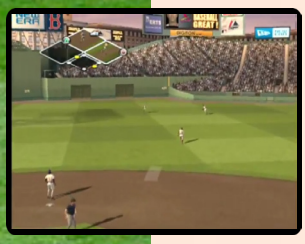
Building on MVP 2003's surprisingly successful rookie effort, the 2004 edition made major refinements to both the game's control scheme and its dynasty mode. In a baseball gaming first, MVP 2004 was licensed by both the MLB and Minor League Baseball, featuring real minor-league teams at the Class AA & AAA levels. These improvements netted the PS2 and Xbox versions of MVP 2004 twin scores of 90/100 at Metacritic, far outpacing the competing All-Star Baseball 2005 and ESPN Major League Baseball.

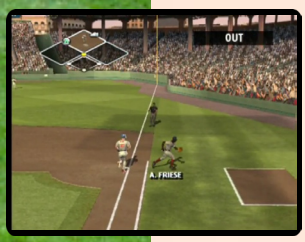
Albert Pujols was the cover player for the 2004 installment of the series.

MVP Baseball 2005

8.7

Developer	EA Sports
Publisher	EA Sports
Release date	(us) February 22, 2005
Genre	Sports
Mode	1-2 Players



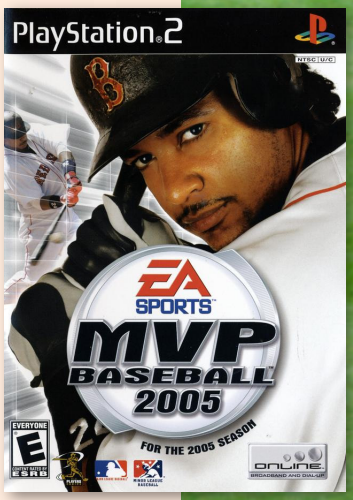


MVP Baseball 2005 features full Major League Baseball, Minor League Baseball, and Major League Baseball Players Association licenses. As with previous versions of the game, the announcers are Duane Kuiper and Mike Krukow, real-life announcers for the San Francisco Giants.

MVP Baseball 2005 includes all 30 official Major League Baseball teams, stadiums, and all 30 unique dynasties, as well as the more than 1,000 individual players that populate their respective teams. A notable exclusion is Barry Bonds, who does not appear in the game due to his withdrawal from the MLBPA's licensing agreement. His "replacement" is a fictional player named Jon Dowd. Dowd bears no resemblance in appearance to Bonds, but his skills mimic those of Bonds. The game also includes authentic minor league teams and actual minor league players by including double-A and triple-A-level farm teams. 2005's installment includes ballclubs from the High Single-A ranks as well, giving each MLB team three levels of minor league farm clubs. 2 legends teams, 63 legendary players, 15 classic stadiums, 5 fantasy parks, and more than 100 retro uniforms round out the list of unlockable features. Rosters are current as of January 12, 2005, and the game included the then-new Washington Nationals, along with their then temporary home, RFK Stadium. At the time, new rosters could be downloaded to the Xbox and PS2 versions by accessing their online play menus.

Both the dynasty and owner's modes keep track of events and statistics. Injuries and suspensions occur throughout the season, requiring the players to adjust lineups accordingly. Other teams will offer trades, and some of the players' own players will ask to be traded. On the statistics side, the game keeps a running tally of the current and previous season statistics in 64 different categories, along with 120 years' worth of league leading stats.

The game holds the 98th spot on IGN's reader's choice top 100 games ever as of 2006.



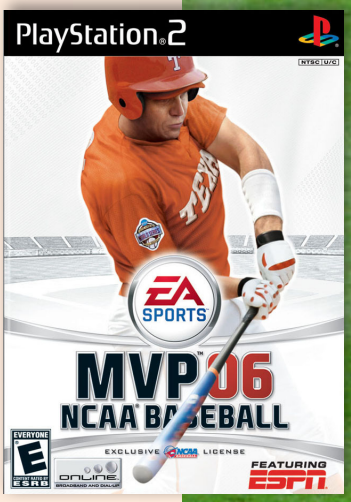
EA Best Hits

J N

MVP 06 NCAA Baseball

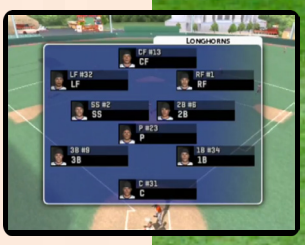
7.6

Developer	EA Canada
Publisher	EA Sports
Release date	(us) January 18, 2006
Genre	Sports
Mode	1-2 (4) Players



MVP 06: NCAA Baseball is the fourth edition of the baseball video game series by Electronic Arts. Because of Electronic Arts' loss of the MLB license to Take Two Interactive in 2005, which now has the exclusive MLB license, the publishers decided to transition the MVP series to feature NCAA baseball, joining the publisher's NCAA football and basketball lines.

While MVP 06 offers several large changes to gameplay in batting and fielding to reflect the switch to the collegiate game (aluminum bats, fielding by collegiate players), pitching remained essentially unchanged. Also, MVP 06 offers the player an option to change hitting and fielding to "classic" mode, reverting the controls to those of MVP Baseball 2005.



MVP 07 NCAA Baseball

Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) February 6, 2007
Genre	Sports
Mode	1-2 (4) Players

7.6

MVP 07: NCAA Baseball is based on the season of that year. There is a variety of modes to choose from: exhibition, dynasty mode, minigames, tournament, online play, coach mode, and a scenario editor. Like many other college sports games of its time, players are put into a school of their choice, and they must play the games, manage their roster, and recruit new players.

Due to licensing issues, certain teams and stadiums are not available, but players still have many to choose from. In this game, they can use the new "rock and fire" pitch, which involves rotating the left analog stick. Batting is mainly controlled with the right analog stick. Players can also use the traditional controls seen in most MLB baseball games by EA. The scenario editor allows them to put their baseball team into many situations to practice strategies.

"mobygames.com"

Moujuutsukai to Oujisama

8.0

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) June 24, 2010
Genre	Visual novel
Mode	1 Player

The protagonist in the game, Tiana, wants to be a great animal tamer like her mother. One day when she arrives to her new home in Cattelya, she comes across four animals that she buys along with a strange brooch. But soon the animals start talking to her, telling her that they are actually four princes who were struck with a curse, and they need her help.

The game is a classic visual novel where players advance in the story by reading text and choosing in some parts of the game between different choices.

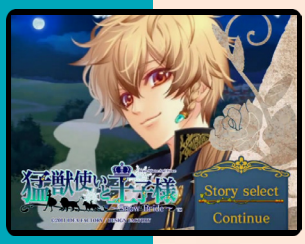
The game also features another mode with a special gameplay called MofuMofui. In this mode the player choose which one of the guys they want to pet (in his animal form) and the player has to pet them in the right spot before the time runs out.

"psxdatacenter.com"

J

Moujuutsukai to Oujisama: Snow Bride

6.0



J

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) February 24, 2011
Genre	Visual novel
Mode	1 Player

Snow Bride is a fandisk to Beastmaster & Prince. The disk contains 3 sections for each character. The first is a story where Tiana picks who she will go to the ball with at Kurt's castle with.

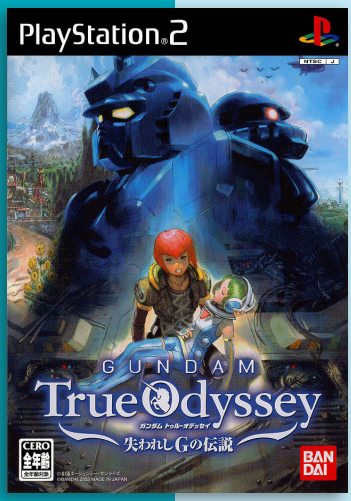
The after story, which is the main game, continues after the first game's ending for each guy (but before the epilogues).

Then there are bonus omakes for each character called "diaries" where players get to see cute scenes that happened during the last game" and they also get to pet (and now tickle) their favorite furry friends. The extras section includes a side story.

"psxdatacenter.com"

MS Saga - A New Dawn

6.5



Developer	Bec
Publisher	Bandai
Release date	(jp) June 30, 2005
Genre	Role-playing
Mode	1 Player

MS Saga: A New Dawn is a role-playing game based on the Gundam franchise. The game was designed to be accessible to a general audience unfamiliar with Gundam. The "MS" in the title refers to the iconic Mobile Suit that features in the series.

The game is set in the future where a machine called the "G System" is created which allows energy and materials to be turned into objects. Shortly after civilization is nearly destroyed by the machine, an event called The Great Fall. The games story begins after The Great Fall; what's left of mankind has begun to rebuild and stabilize a new society. One day a mysterious mobile suit arrives and initiates some random attacks on various towns, including an orphanage which is destroyed leaving only two survivors, Tristan and Fritz. These two survivors will then embark on a mission to take revenge for the destruction of their orphanage, and along the way will learn the mobile suit responsible for the destruction is part of even bigger plot to take over the world.

The major focus of the game is the ability to customize their own mobile suits using parts of mecha designs from the early Universal Century Gundam anime series, Mobile Fighter G Gundam and Mobile Suit Gundam Wing. The units on offer are kept to more basic mecha while more powerful ones (such as the powerful Devil Gundam Corps from G Gundam) are kept as game-controlled bosses. To complete the game, players will need to find which parts and pilots combinations work best. Battles are carried out similarly to older Final Fantasy titles, with enemies and player characters in turn-based combat. Actions use AP, which can be stored up to allow for the use of more powerful weapons or special attack. Outside of battle, Mobile Suits can be modified by swapping parts, which also usually changes the appearance, altering coloration, which is purely cosmetic, and changing weapons and shield items. Weapons can be hand-held (rifles, sabers) or mounted (Gatling guns, shoulder cannons). Certain special attacks require minimum numbers of weapons, or specific types.

My Street

4.6

Developer	Idol Minds
Publisher	SCEA, (eu) SCEE
Release date	(us) March 9, 2003
Genre	Party
Mode	1-4 Players

My Street is a party game that takes place in a small neighborhood. There are seven minigames and it has very similar gameplay to other party games such as the Mario Party series.

The game introduces two game modes:
Story Mode: The player needs to do chores to earn money, buy toys, perform tasks, and win games in order to open up each of the mini-games.
Free Play Mode: All the games are open from the beginning and the player just needs to find the kid or select a game from a neighborhood map in order to play.

When the player starts to customize a character, they may choose a selection of different hair, heads, eyes, hats, glasses, shirts, pants, skirts, and shoes. Each of these parts can then be assigned different colors.

The neighborhood is explored in 3rd person perceptive and includes a slide, monkey bars, swings and a merry-go-round to play on. In addition to My House, there are seven houses in the neighborhood. At each house lives a kid who asks the player to play a mini-game. Mini-games include RC Racing, Volleyball, Dodgeball, Chemistry, Marbles, Lawn-mowers, and Chicken Herding. The games can be played with two to four kids that can either be controlled by humans or computer. Up to four people can play the game, either through a multi-tap or online. All the games are fully 3D but are viewed from a stationary camera so that the entire play field and all four kids can be viewed at the same time.

My Street have received mixed reception and has been poorly rated by many websites, including GameSpot. The game has been criticized for not having enough variety and gameplay because there are very few features on it. Another criticism was the poor script, which had “outdated” talk. However, this game stands out from most party games because of its online capabilities.

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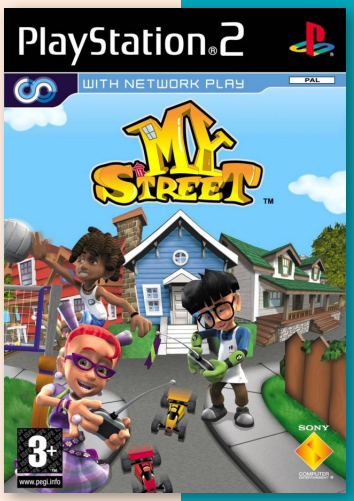
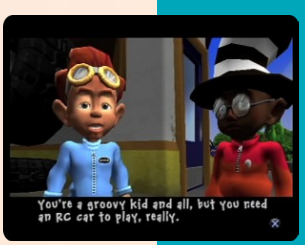




6.8

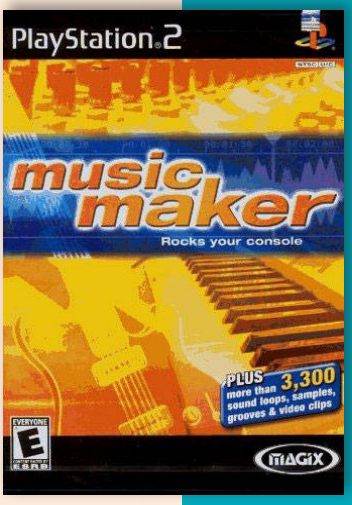
Music Maker

Developer	Magix
Publisher	Magix
Release date	(eu) December 7, 2001
Genre	Music
Mode	1 Player

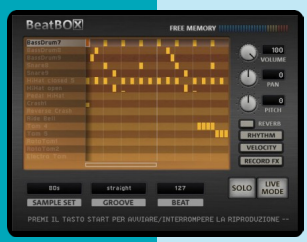
Magix music maker is more or less the equivalent of MTV Music Generator, sans the MTV license. Players can create beats, arrange loops, and make corresponding music videos, though the videos are nothing more than Winamp-like plug-ins that produce bright colors and lighting patterns.

The main navigation "hub" for music maker is the Studio. Here players will find a control panel that is divided into six virtual screens, each representing the interface for one of the six equipment selections. They are: the Work Screen, Control Monitor, the Mixer, the Video FX Screen, the Beatbox, and the Sampler.

"Kaiser Hwang@ign.com"



Music Maker Rockstar



Developer	Magix
Publisher	Magix
Release date	(eu) August 7, 2009
Genre	Music
Mode	1 Player

MAGIX Music Maker RockStar turns a guitar controller into an instrument which can be played with complete freedom.

To get started, players connect the guitar controller to the PS2, select an appropriate guitar – acoustic or electric – and start playing. In technical terms, "rocking" means combining audio building blocks or so-called "loops", by using the guitar controller. Players can also add their own vocals via a USB microphone.

It's completely up to the players which loops they picks to make a track – be it a ballad or an uptempo song. The game lets them add not just guitar samples, but also melodies, entire drum kits, and all other instruments required.

The virtual studio enables players to to mix their own recordings, add effects, and lets other players try to play their songs, just as in Guitar Hero.

"Mike Hanlon@newatlas.com"

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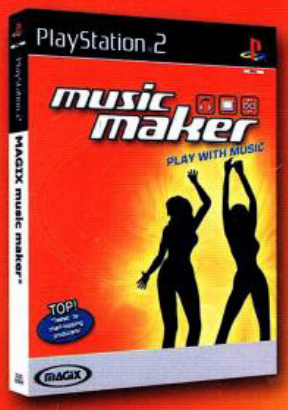

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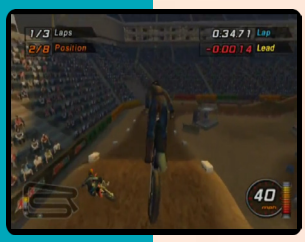
MTX Mototrax

7.7



Developer	Left Field Productions
Publisher	Activision
Release date	(us) March 2, 2004
Genre	Racing
Mode	1-2 (4) Players

MTX Mototrax is a motocross racing game that features motocross legends such as Travis Pastrana and Carey Hart. As players progress in the game's career mode, they will eventually be afforded the opportunity to challenge the mentioned pros in both Supercross and Motocross events as well as freestyle trick events where the focus is set on performing tricks. Winning these events will allow the player to earn cash and sponsorships that unlock additional gear and upgraded bikes. You can also play in exhibition mode to test your skills on any given track. The game features a total of 127 different tricks to perform.

The game also features a track editor that gives players the option of creating their own custom tracks. Multiplayer is also an available option.

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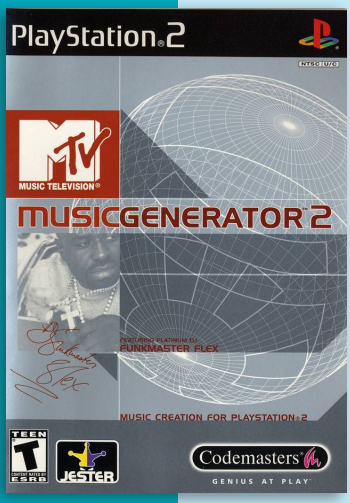
MTV Music Generator 2



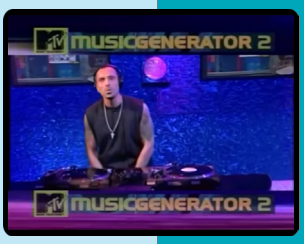
Developer	Jester Interactive
Publisher	Codemasters
Release date	(us) May 19, 2001
Genre	Music, Miscellaneous
Mode	1-4 (8) Players

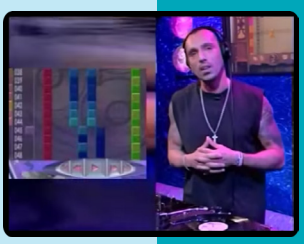
MTV: Music Generator 2 is the sequel to the PlayStation games MTV: Music Generator and Music. Like the previous two games it provides players with an environment to create their own music using samples, riffs, synthesizers and filters. It comes with 10,000 samples and 1200 riffs. Fourteen licensed tracks are included from bands such as Apollo 440, Funkmaster Flex, David Morales and Gorillaz. The game offers to create 3D visualisers to accompany the music.

Creating music consists of adding samples, changing and adding notes, creating chords with a virtual keyboard and add effects such as volume pan envelopes, reverberation and delays. Vocals can be added with a microphone and CDs can be sampled into new songs.

"mobygames.com"

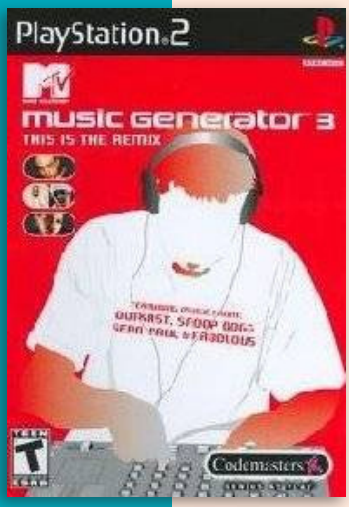
7.7

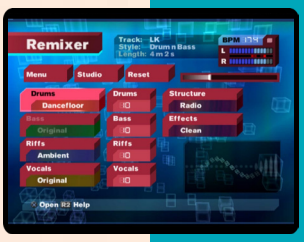




MTV Music Generator 3: This Is the Remix

7.9





Developer	Mix Max
Publisher	Codemasters
Release date	(eu) June 18, 2004
Genre	Music, Miscellaneous
Mode	1 Player

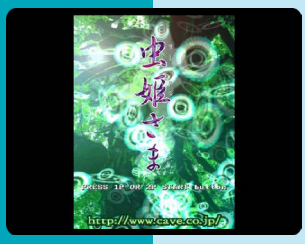
MTV Music Generator 3 is another one in the line of music making software. The main purpose is to make music in an tracker-like environment. There are lots of samples and musical styles to choose from, and one can import their own samples into the game from CDs as well.

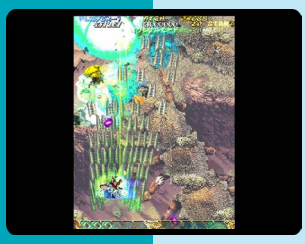
"mobygames.com"

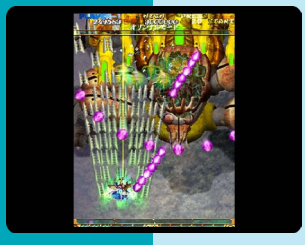
N P

Mushihimesama

7.5







J

Developer	Cave
Publisher	Taito Corporation
Release date	(jp) July 21, 2005
Genre	Shooter
Mode	1-2 Players

Mushihimesama is a vertically scrolling shooter; players need to control their character over the constantly scrolling terrain and score points by shooting the various enemies that appear. Each of the five stages ends with a large "boss" battle. Like other games from developer CAVE, Mushihimesama is a "bullet hell" style shooter; the numerous opponents players encounter fire a very significant number of bullets, often completely covering the entire playfield. The player will need to either dodge these by navigating through the complex pattern formed or by utilising the shield that is available for a limited time. As is typical for arcade style shooters, weapon upgrades are available to make blasting enemies easier.

Mushihimesama features three difficulty levels, original arcade, maniac, and ultra. In addition to these three modes found in the original arcade version, the PS2 version also adds a practice mode where any stage and boss battle can be practiced as well as the arrange mode. In arrange mode, the player begins fully equipped with weapon upgrades and changes are made to the scoring system.

"mobygames.com"

Limited Edition

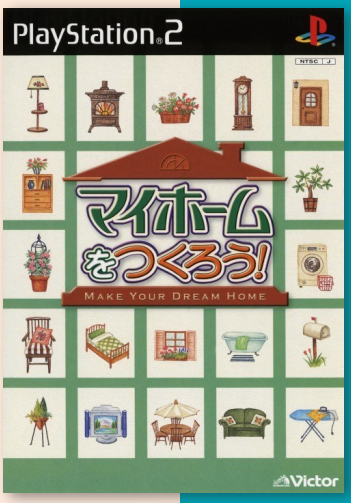
My Home o Tsukurou!

5.8

J

Developer	xxx
Publisher	Victor Interactive Software
Release date	(jp) June 6, 2002
Genre	Simulation
Mode	1 Player

My Home o Tsukurou! Is the sequel to the PlayStation title, My Home Dream. This is a simulation game in which players can create a home of their own, setting up room layouts on a grid using a simple input system (choosing different bath tubs, front yard designs or floor tiles), players is free to design each room to their liking. Players can also be hired by different characters to design their house.

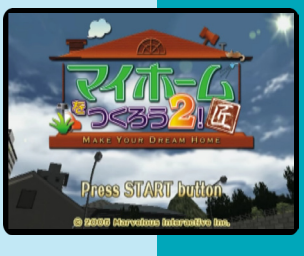


My Home o Tsukurou 2! Shou

6.1

Developer	Office Create
Publisher	Marvelous Entertainment
Release date	(jp) February 24, 2005
Genre	Simulation
Mode	1 Player

My Home o Tsukurou! 2 is another game in the My home simulation series. Game modes include a “Let’s Make My Home! Mode” where players take the role of an architect. Or play the “Become a Takumi! Mode” where players do a variety of missions.



J

My Home o Tsukurou 2! Juujitsu! Kantan Sekkei!!

7.0

J

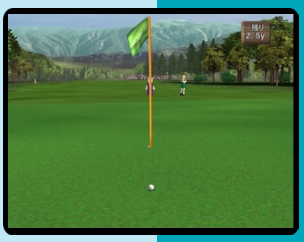
Developer	Marvelous Entertainment
Publisher	Marvelous Entertainment
Release date	(jp) February 23, 2006
Genre	Simulation
Mode	1 Player

Compared to the previous installment, the number of possible room layouts has increased considerably, including variations on bath tubs, front yard designs and floor tiles. The big addition for the sequel is the “Takumi Ni Narou!” mode. In this mode, players take on requests from customers in need of design help.

Motto Golful Golf

4.8

Developer	DigiCube
Publisher	Artdink
Release date	(jp) March 7, 2002
Genre	Sports
Mode	1-4 Players



Motto Golful Golf is the sequel of Golful Golf, released as Mr Golf in Europe. Doing away with golf gaming systems which rely on watching gauges and pressing buttons at opportune moments, Golful gives players total control over their swing by way of tugging and wagging the Dual Shock knobs. It's a more intuitive feel than eyeballing a swing gauge and pounding a button.

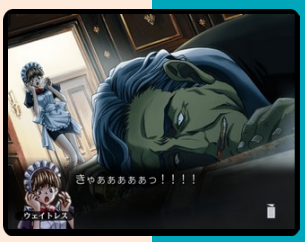
Players may choose from six main characters and develop attributes by going through the 4 courses (Green Park, Lake Land, Grand Mountain & Big Wind). As player progress through the game, their character stats improve which allow for better control and power.

"psxdatacenter.com"

Mystereet

5.3

Developer	Abel Software
Publisher	Yeti, Abel Software
Release date	(jp) May 25, 2006
Genre	Visual novel
Mode	1 Player



Mystereet: Fukagyaku Sekai no Tantei Shinshi is centred around Yasogami Kaoru, the youngest class A detective in the international crime-solving organization IDLA. After solving a murder case on a cruise ship, Kaoru is contacted by IDLA's director Connor, who tells him that a famous detective named Agyou Sohma has disappeared under mysterious circumstances. As Kaoru begins the investigation, he discovers connections between seemingly unrelated cases that challenge even his abilities.

Mystereet is a Japanese-style adventure game. Basic gameplay follows the traditions of the genre and involve text-heavy, puzzle-less advancement with simple interaction. Stand-out features include detailed examination of objects in point-and-click fashion, as well as collecting special points during the investigation, which may increase the player's detective rank.

6.7

Mystic Heroes

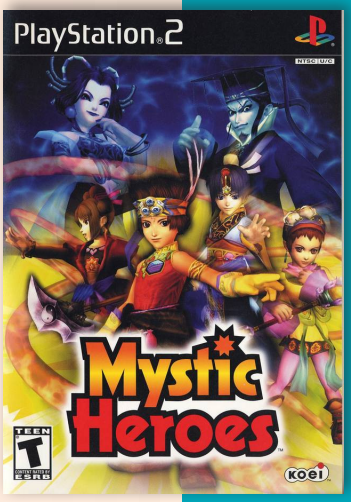
J N P

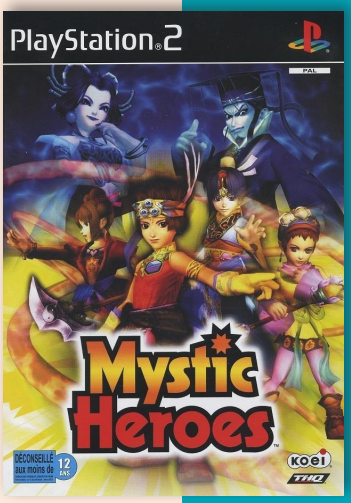
Developer	Koei
Publisher	Koei, (us) SCEA
Release date	(jp) November 16, 2002
Genre	Action role-playing
Mode	1-2 (4) Players

Mystic Heroes is a fighting game similar to Koei's Dynasty Warriors. The game is loosely based on the novel Fengshen Yanyi (16th century). The player takes the role of a hero who fights against the evil ex-emperor Kang and his magical army.

The gameplay itself is simple: players wades through enemy hordes and kills them all. They have the choice between eight characters which all have different advantages and disadvantages - but basically players chooses between sword and magical attacks. They can also use combo attacks.

During the course of the game players can find magical runes which give them additional magical abilities and power-ups, e.g. health and mana refreshments or temporary and permanent improvements to the attacking and defending statistics. Some of these runes have to be earned by completing the story mode multiple times - players can use the same character for this and gets to retain their abilities and statistics. Mana also replenishes with every defeated foe. Besides the main story mode, there is also a Survival mode.

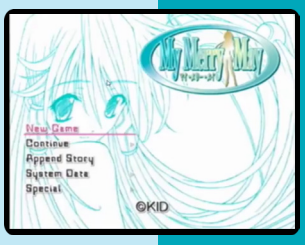




My Merry May

Developer	Kid
Publisher	Kid
Release date	(jp) January 30, 2003
Genre	Visual novel
Mode	1 Player

My Merry May tells the story of Yasusuke, a senior high school student, who lives a normal student's life until one day he receives a strange device from abroad. This device creates Reu, an artifical human in the form of a young girl, who loves Yasusuke and cats. The remaining cast of heroines include Hitoe Haruna, Yasusuke's childhood friend, Motomi Agatsuma, the girlfriend of Yasusuke's nemesis Ryo Hagimoto, 21-year old Tae Kiduki and 13-year old high school student Misao Yuki.



J

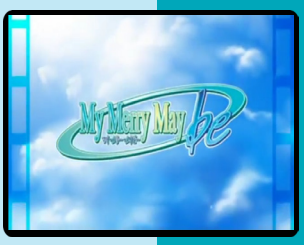
"psxdatacenter.com"

My Merry Maybe

8.3

Developer	Kid
Publisher	Kid
Release date	(jp) April 24, 2003
Genre	Visual novel
Mode	1 Player

My Merry Maybe is a a direct sequel to My Merry May, My Merry Maybe continues the story which was originally planned as a trilogy. The game opens with the protagonist of the story, Hiroto Kishimori, a college student visiting a rural area for a teaching practice, driving together with a high-school principal at night in a rural area. While talking, they notice a white female silhouette on the road, barely managing to hit the breaks in time. Not sure whether what they saw was a real thing or a ghost, they exit the car only to find a young girl on the ground. They put her in the car and rush to the nearby town to find a doctor and help her regain her consciousness. After waking up at the school infirmary, in shock at first, she identifies herself as Rev, a humanoid artificial life form also known as Reprise. She has no memory of who her master is, an naturally, Hiroto ends up being her guardian until her owner is found.



J

My Merry May With Be

6.1

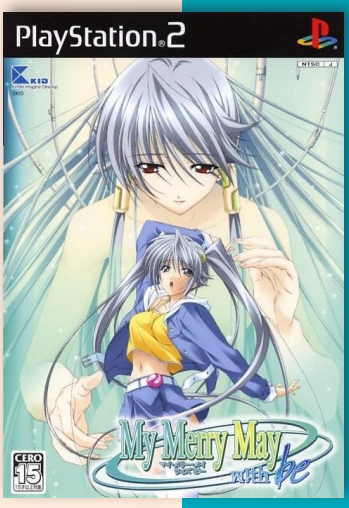
J

Developer	Kid
Publisher	Kid
Release date	(jp) June 30, 2005
Genre	Visual novel
Mode	1 Player

Aside from including both mildly touched up versions of the first two games joined together, it also features append stories and new artwork and scenarios.

My Merry May with Be includes:
My Merry May (with embedded append story)
My Merry Maybe
New scenario #1: Beginning - tells the story before My Merry May
New scenario #2: Metempsychosis - tells the story in a time period between My Merry May and My Merry Maybe
New scenario #3: Epilogue - tells the story after My Merry Maybe

"mobygames.com"



Musashi: Samurai Legend

6.4

JNP

Developer	Square Enix
Publisher	Square Enix, (eu) Atari
Release date	(us) March 15, 2005
Genre	Action-role playing
Mode	1 Player

Musashi: Samurai Legend, known in Japan as Musashiden II: Blade Master, is a third-person action game. Much like its predecessor, Brave Fencer Musashi, the game involves real-time combat in a 3D environment, and character designs by Tetsuya Nomura.

In the game, the world has come under the threat of Gandrake Enterprises when Gandrake begins to control the worlds precious fuel source known as nebulite. Gandrake leads an attack at Antheum, home of the Mystics, people gifted in the arts of magic. Princess Mycella of the Mystics, casts a summoning spell to find a champion worthy enough to rescue the kidnapped Mystics and save the world. The Japanese samurai Musashi is once again ferreted across time and space to rescue an unfamiliar world.

Musashi is primarily an action game, in which the player controls Musashi and fights enemies with sword moves. The character roams around a world in full 3D, moving in real time at will. They have two swords: the standard katana and a larger blade, which changes as the player progresses through the game. Short attacks and attack combos are performed with the katana, while the large blade is used for finishing attacks, slow hard-hitting attacks, or sword-specific special attacks. The player can use the swords to block attacks, and can “focus” on enemies to learn techniques that they are using. Many quests involve rescuing characters; when doing so, Musashi physically carries them, and in combat uses them as a battering ram or throws them in the air to perform attack combos before catching them again. The game’s role-playing elements are limited to experience points, earned by defeated enemies, which are used to increase attributes like attack power and defense.

During the course of the game, the player travels around the game world performing quests; the world is centered around a single city, and Musashi journeys out from there to perform either the linear series of quests in the main plotline, or small side quests generally involving rescuing villagers. In addition to the regular

gameplay, there are short segments involving motorcycle or airship combat, taking place on a set path rather than free-roaming.

The music of Musashi: Samurai Legend was composed primarily by Masashi Hamauzu and Junya Nakano, with a few contributions from Yuki Iwai and Takayuki Iwai of Wavelink Zeal. The Surf Coasters, a Japanese surf band, provided the main theme, "Samurai Struck".

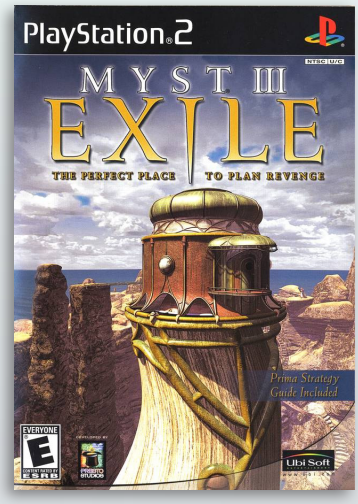
Musashi: Samurai Legend sold almost 58,000 copies during the week of its release in Japan. By the end of 2005, it sold over 91,000 copies in Japan.

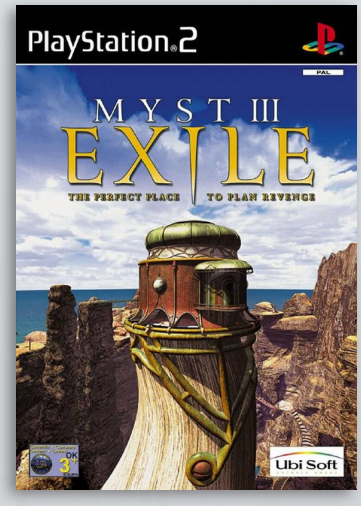
The game received mixed reviews overall from critics. The graphics were generally praised, but criticized for inconsistent frame rates: IGN called the *"manga-shading"* style *"a neat trick"*, and GameSpot noted that it was a unique visual style, but both criticized the frequent slowdowns and IGN further criticized the repetitive environments. GameSpy felt that the graphics themselves were inconsistent, with good character designs but with environmental designs mixed between good and poor, depending on the area; 1UP.com, however, said that the graphics *"were tough to criticize"*. Other aspects of the presentation were criticized: both GameSpy and GameSpot heavily panned the dialogue and voice acting, with GameSpot stating that the voices were poorly done and did not fit the game. IGN added that the game's *"surf-rock score... barely makes sense"*. GamePro also disliked the game's camera system, saying that it worked for outdoors areas, but was difficult to control and see anything for indoors or arena areas, a point with which GameSpy agreed.

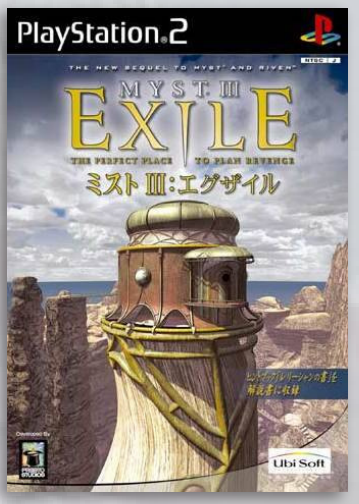
The gameplay also received mixed reviews: while several reviewers, such as GameSpy and GamePro, praised the gameplay as fun and exciting, GameSpot found combat to be too easy, making most of the gameplay elements pointless as basic attacks were enough to win most battles. IGN heavily criticized the *"slow movement and long drawn out gameplay with too much backtracking"*, and even GameSpy's otherwise positive gameplay review called out Musashi as moving very slowly. The plot was largely ignored by reviewers as a serviceable platform to base an action game on—GameSpot termed it not especially deep, while GamePro felt it had enough characters and twists *"to keep things moving along"*. 1UP.com and GameSpy concluded that the game *"generally doesn't live up to the stature"* of the previous Musashi game.

5.7

Myst III: Exile

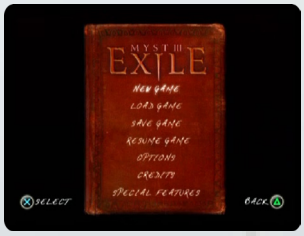






J N P

Developer	Presto Studios
Publisher	Ubisoft, (jp) Electronic Arts
Release date	(us) September 22, 2002
Genre	Adventure
Mode	1 Player



Myst III: Exile is the third title in the Myst series of graphic adventure puzzle games. While the preceding games in the series, Myst and Riven, were produced by Cyan Worlds and published by Brøderbund, Exile was developed by Presto Studios and published by Ubi Soft.

As in previous games, the player assumes the role of the Stranger, a friend of Atrus. The game begins 10 years after the events of Riven. A member of the D'ni race, Atrus can create links to other worlds called Ages by writing descriptive books. In Exile, Atrus has written an Age for the D'ni to live on while rebuilding their civilization; it is stolen, however, by a mysterious figure. The Stranger pursues the thief in an attempt to reclaim Atrus' tablet.

Gameplay in Myst III: Exile is similar to that of its predecessors. The player explores immersive, pre-rendered environments known as "Ages" by using either mouse clicks or the space bar for movement from set nodes across each Age. Unlike previous games, which employed a series of still images, Exile uses a "free look" system which gives the player a 360-degree field of view. The game also has an optional Zip mode, like Myst and Riven, to cross explored terrain quickly by skipping several nodes. Clicking allows the player to manipulate objects and pick up items. The on-screen cursor changes in context to show possible actions.

Each of the game's Ages has a distinctive look and theme. Players begin their journey on the Age of J'nanin, which acts as a hub linking to other Ages and as a "lesson Age" demonstrating important principles for later puzzles. Three of these Ages are Amateria, a mechanical Age in the middle of a vast sea; Edanna, a world of preserved nature, with abundant plant and animal life; and Voltaic, a dusty island riddled with canyons filled with man-made constructions.

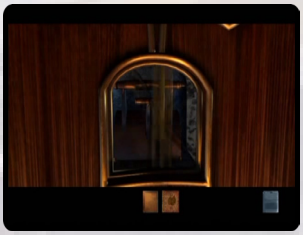
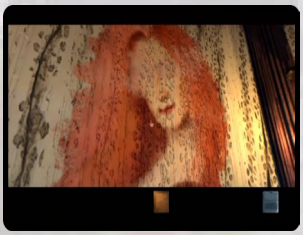
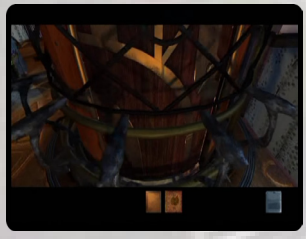
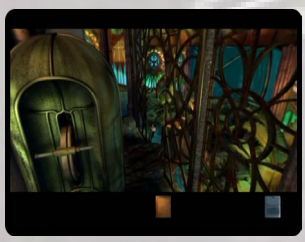
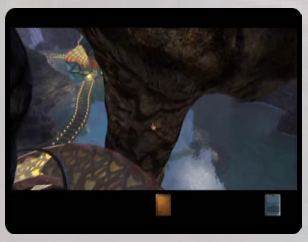
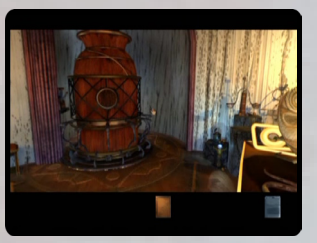
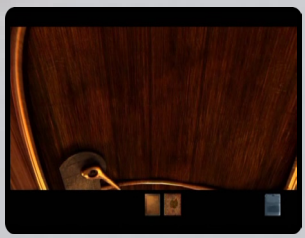
By gathering clues and manipulating the environment, the player solves thematically linked puzzles. For example, the book leading to Voltaic is accessed by aligning beams of light across a canyon; the Age itself contains similar energy-based puzzles. Edanna's plant-filled puzzles require manipulation of the Age's ecosystem. Puzzles often involve observing interactions between elements of the environment, then adjusting the links between them. The player can also pick up and view journals or pages written by game characters which reveal back-story and give hints to solving puzzles. Cursor Mode allows the player to select items from a personal inventory at the bottom of the screen.

Cyan Worlds and Mattel (then the owner of the Myst and Riven franchise) offered the task of developing the sequel to several development companies; according to Game Developer, interested parties developed proposals including story concepts, analysis of the first two games, technology discussion, and technology demonstration. A core team from Presto Studios held discussions which analyzed Myst and Riven, then set out specific goals for the third game. According to Presto founder and producer Greg Uhler,

these goals included visual variety in the Ages, a satisfying ending, and a way for players to gauge their progress during the game. The progress goal was very important for Uhler, who stated: *"Players who had failed to complete Myst or Riven did so because they were unsure of how much remained of the game and what their goals were."* Initially, Presto prepared three possible storylines for the game to follow; a meeting between Cyan, Presto, and Mattel yielded a completely different plot, which explored some of the loose ends hinted at in Myst. Presto spent millions of dollars developing the game, using the studio's entire staff to complete the project. Development took two and a half years, of which nine months were spent on design and pre-production.

Pre-rendered environments, like those in the earlier Myst games, were used, providing what producer Dan Irish described as the *"photorealistic ability to present the world in a convincing way. The 360-degree camera view also allows you to experience it in a way that makes it feel real."* Particular attention was devoted to strong visual styles and mechanics, which a critic described as *"a collaboration of Jules Verne, Rube Goldberg and Claes Oldenburg"*.

As in Myst and Riven, the developers used live-action sequences instead of computer-generated actors and props; Irish stated that using computer graphics would have reminded players they were in a game, *"which would wreck the immersion that is so critical to the Myst games"*. Live actors were filmed on a blue screen and then placed in the digital environments using chroma key technology. Before any shooting could begin, all the sets were constructed and filled with props the actors could use, costumes for all the characters were fashioned, and each scene was plotted out by storyboard. Rand Miller returned to play Atrus, a role he had filled since the first Myst game. Brad Dourif, a actor best known for the Child's Play films, agreed to play Saavedro because he was a huge Myst fan. Dourif noted that acting for a game was much more difficult than working on movie sets, as he could not see the player or interact with the game environment. Other actors included Maria Galante as Atrus' wife Catherine, and Greg Uhler's daughter Audrey in a cameo as Atrus' daughter Yeesha. Preparation for the video shoots took four months; filming the scenes took just seven days. Uhler noted that the video was one aspect of Myst that Presto *"did wrong"*; because high-definition video cameras were not used, the resulting video was not as crisp as developers had hoped.

Exile was generally received positively upon release. Exile's graphics and sound received nearly universal praise, and were credited with completing the game's immersion. The puzzles were described as less difficult and more contained, meaning that players did not have to experiment with switches and then click several screens away to see the effect, as in Riven. Macworld's Peter Cohen praised Presto for giving out bits of story throughout the game, rather than providing exposition only during opening and closing sequences. The pacing and rewards system was also appreciated by reviewers. IGN concluded their review of the game by stating that Presto had done *"a pretty good job with a notable addition to the series"*. The Daily Telegraph offered even stronger praise, saying that Presto had crafted the best Myst game in the series thus far, a sentiment that was echoed in other publications. The editors of Computer Games Magazine named Exile the best adventure game of 2001, and called it *"a breath of fresh air amidst*

the otherwise barren crop of adventure titles." They also presented the game with their "Best Art Direction" and "Best Acting" awards, the latter for Dourif's performance.

GameSpot's Scott Osborne noted that due to the frame-by-frame nature of gameplay, it was occasionally difficult to discern where players were allowed to venture and what areas were unreachable. Reviewers who had not enjoyed Myst or Riven stated that there was nothing new or substantially different in the game to warrant interest; The New York Times observed, *"Exile has everything you loved or hated about Myst and Riven."*

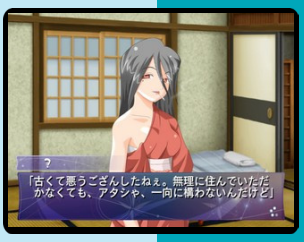
The Academy of Interactive Arts & Sciences nominated Myst III for its 2001 "Outstanding Achievement in Character or Story Design", "Computer Action/Adventure Game of the Year" and "Outstanding Achievement in Original Musical Composition" awards. However, these categories ultimately went to Ico, Return to Castle Wolfenstein and Tropico, respectively. In 2011, Adventure Gamers named Myst III the 59th-best adventure game ever released.

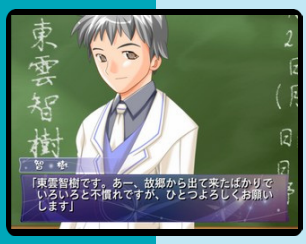
Despite strong sales, Exile was considered commercially disappointing compared to the phenomenal sales of the first two games, which had sold nearly 10 million units by the time of Exile's release. GameSpot editor Greg Kasavin told Time magazine that *"Myst is no longer as relevant to gamers as it used to be"* and that *"it represents an antiquated style of gaming"* compared to the 3-D action games being released at the time. Soon after Exile's release, Presto announced it was discontinuing software development; the Xbox title Whacked! was to be the last title produced by the company. Presto employee Michael Saladino pointed to the maverick style of the studio and its inability to develop more than one title at a time as reasons for its folding. The next game in the Myst series, entitled Revelation, would be produced and published by Ubisoft.

Mutsuzaki Hoshi Kikari

4.2

Developer	Chise
Publisher	Chise
Release date	(jp) July 27, 2006
Genre	Visual novel
Mode	1 Player





The story takes place in a fictional setting of modern day Japan, in Kyoto. The protagonist, Tomoki Shinonome, is a sophomore student of a prestigious Silver Star high-school. Tomoki and his childhood friend, Subaru Hoshimi, have just recently admitted their feelings for one another. The school rule states that each student needs to apply for some club activities, and out of curiosity, Tomoki and Hoshimi join up the school's astronomy club.

The game features rather unique "sighting system" which allows player to concentrate on a specific on-screen character during conversation which may affect dialogue and characters' reactions. As a part of astronomy club the protagonist joins, game features "astronomical observation system" which allows player to learn more about start and constellations by clicking at the specific star while watching the starry sky. This visual novel also features unlockable extras which consist of graphics artwork, background music and cut-scene videos.

J

My Horse & Me 2

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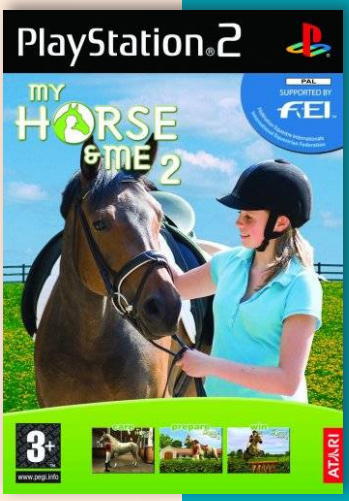
Developer	Tate Interactive Sp z.o.o.
Publisher	Atari
Release date	(eu) November 21, 2008
Genre	Sports
Mode	1-8 Players



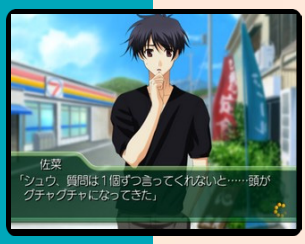
My Horse & Me 2,licensed by Federation Equestre Internationale FEI (International Equestrian Federation), is the sequel to the 2007 equestrian sports and lifestyle video game. The main differences: new disciplines (dressage, cross-country), added storyline, our horse has four parameters like cleanness, happiness, fitness and nutrition.

Other changes include five mini-games loosely connected to the horse riding called "fun games": Gather the foals, Play with a ball, Break in the Bull, Race with Katelyn, Labyrinth.

"mobygames.com"

7.1

Myself; Yourself



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Developer	Yeti
Publisher	Yeti
Release date	(jp) December 20, 2007
Genre	Visual novel
Mode	1 Player

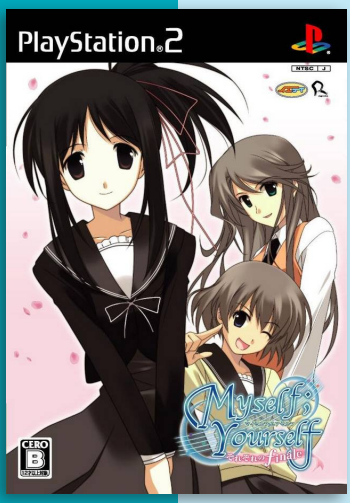
Myself ; Yourself is set in 2007 in the fictional town Sakuranomori in W Prefecture which is modeled after Wakayama Prefecture, Japan. The town is in a quiet, rural area on the southern tip of the prefecture and borders the Pacific Ocean. Sakuranomori is the birthplace of Sana Hidaka, a sixteen-year-old high school student, who grew up with his childhood friends Nanaka Yatsushiro & Aoi Oribe, his best friend Shusuke Wakatsuki, and Shusuke's fraternal twin sister Shuri Wakatsuki. Sana left Sakuranomori when he was eleven years old, but returns five years later living on his own in the apartment building Aoi's family runs. Sana soon finds out that while some things have stayed the same, there are still just as many things that have changed.

Myself ; Yourself is the second original game published by Regista, the first being I/O. Takumi Nakazawa, the main scenario writer for the infinity series (Ever17, Remember11), is the principal writer for Myself ; Yourself. Character design for the game is provided by Mutsumi Sasaki.

Yeti Best

Myself; Yourself: Sorezore no Finale

6.7



Developer	Yeti
Publisher	Yeti
Release date	(jp) May 28, 2009
Genre	Visual novel
Mode	1 Player

Sorezore no Finale is a spin-off sequel to Myself; Yourself visual novel romance adventure game that provides after story conclusions featuring four scenarios, two with same protagonists from the original game, Sana Hidaka and Shusuke Wakatsuki, and two duo scenario featuring two playable protagonists in each, Shuri and Aoi, and Hinako and Yuzuki, respectively.

Gameplay elements haven't changed much from the original.

"mobygames.com"

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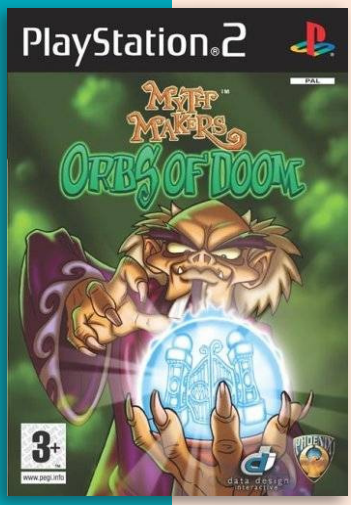
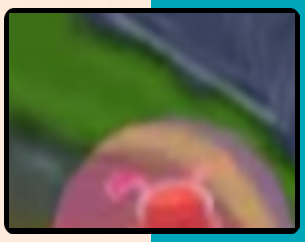
Myth Makers: Orbs of Doom

3.4



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2007
Genre	Puzzle-platformer
Mode	1-2 (4) Players

Myth Makers: Orbs of Doom is a 1 to 4 player platform game. Players each take the role of one of eight characters whom they must navigate through each of the five levels in the five different worlds in a three dimensional landscape. Each level requires the player to negotiate a path from the start point through to the exit gates. Along the way are perilous drops which will catch anyone who strays from the path.



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Myth Makers: Super Kart GP

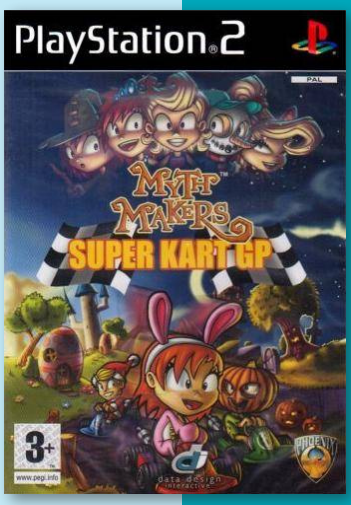
3.3

P

Developer	Data Design Interactive
Publisher	Phoenix Games
Release date	(eu) 2007
Genre	Racing
Mode	1-2 (4) Players

Players can choose from 8 characters and take up the Super Kart challenge as they race through the lands of the Myth Realm.

Players can race against characters, or challenge other players to leagues, cups or time trials. Players can also play a solo challenge to defeat the evil Mumbra. They can unlock new levels, extra characters and faster karts. And discover shortcuts, hidden paths and secret tunnels.



Myth Makers: Trixie in Toyland

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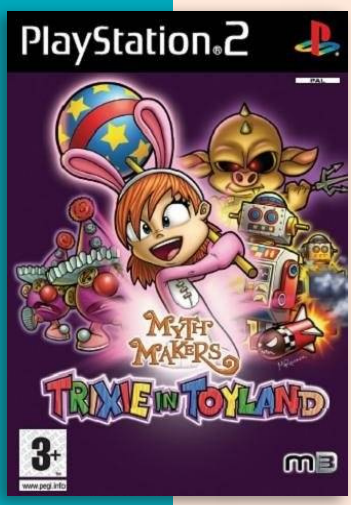
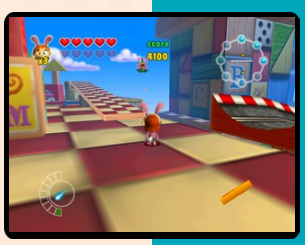


Developer	Data Design Interactive
Publisher	Metro3D
Release date	(eu) 2005
Genre	Action-platformer
Mode	1 Player

Myth Makers: Trixie in Toyland is a 3D platform game set in a fantasy toys world. Penumbra has stolen the Myth Makers Orbs and has hidden them in Toyland. The player controls Trixie from a third-person perspective through levels with platform puzzles and enemies that are taken out by swinging his rattle or locking on to them and shooting energy balls.



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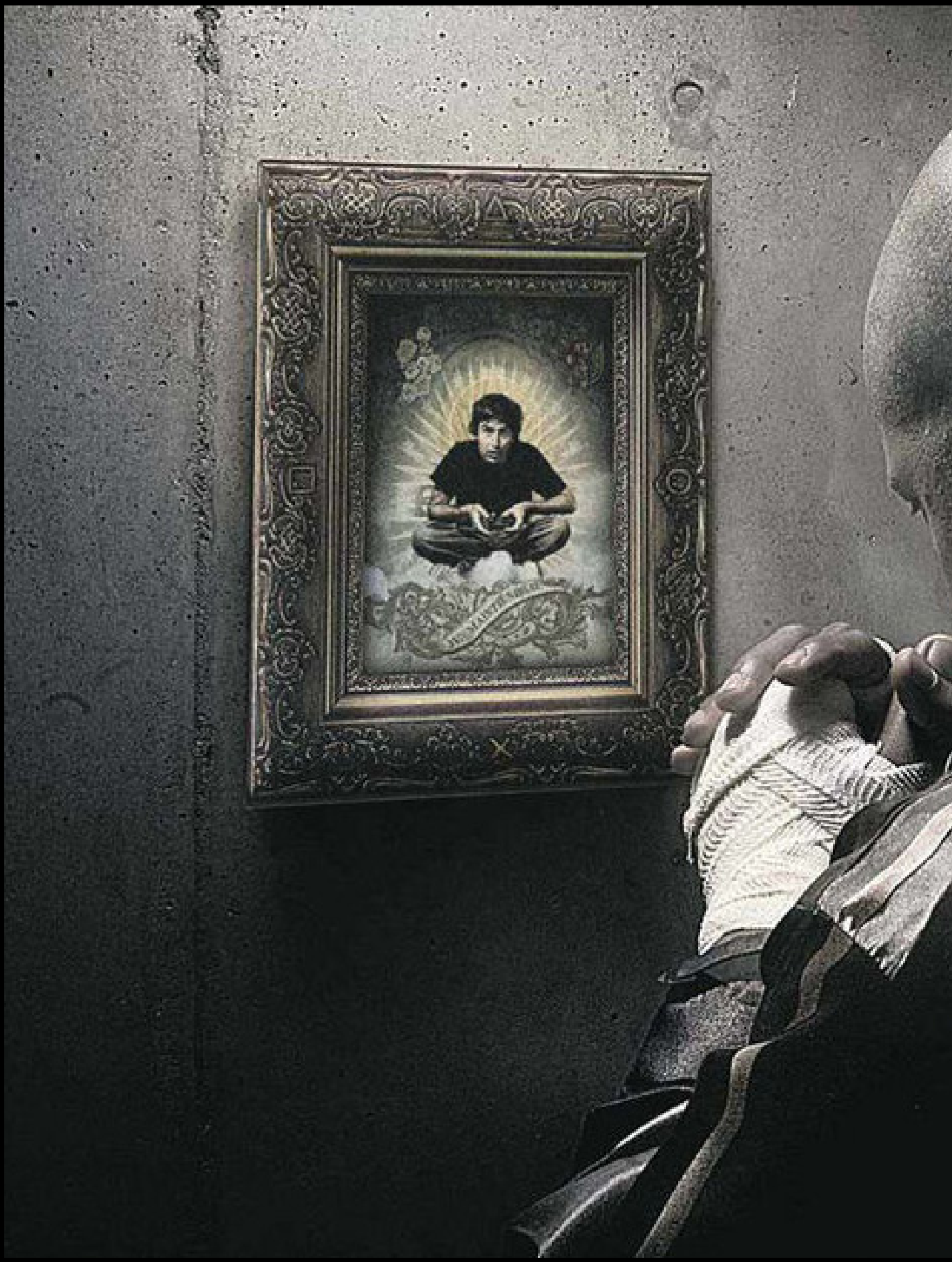

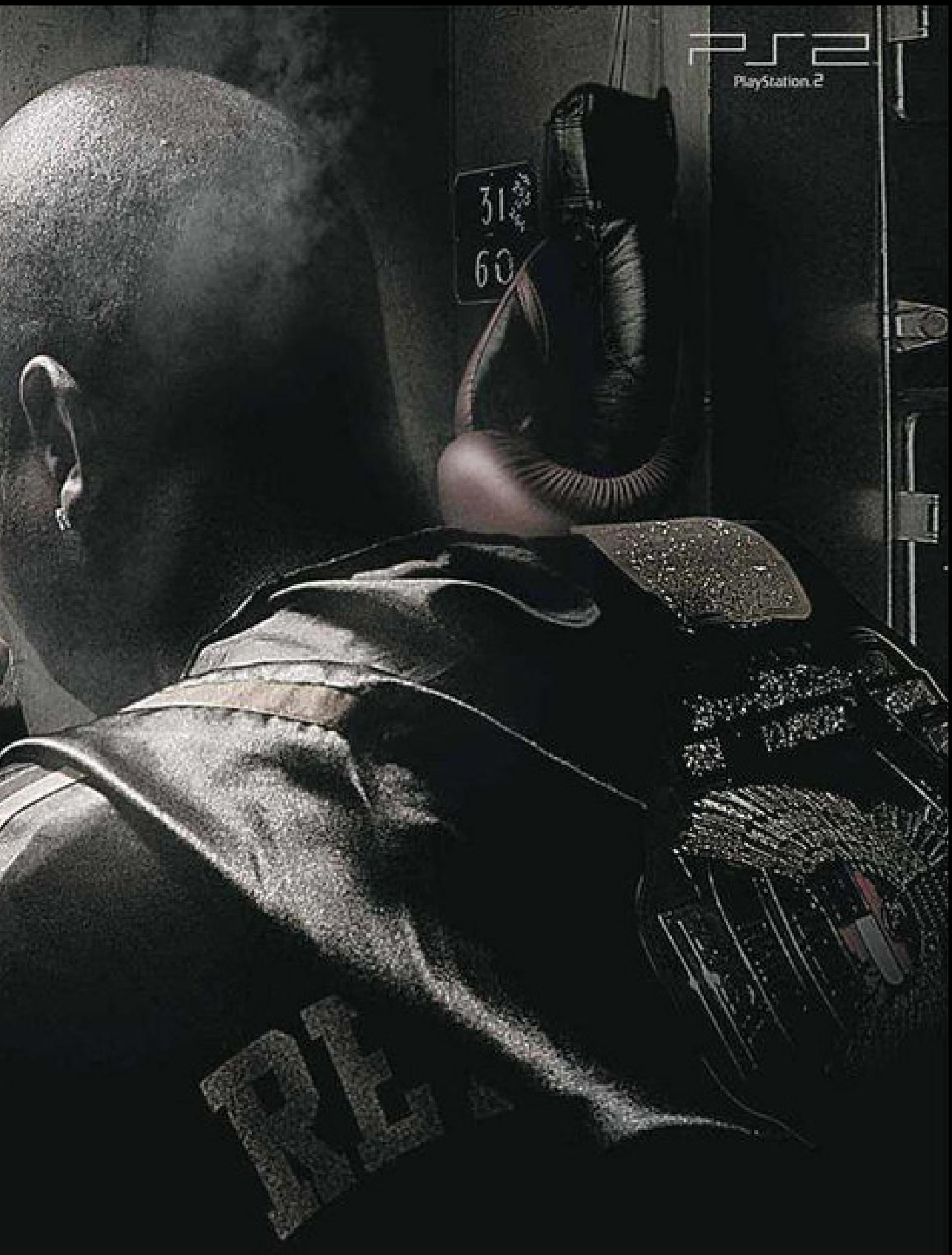
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